End Game Primer

What's New?

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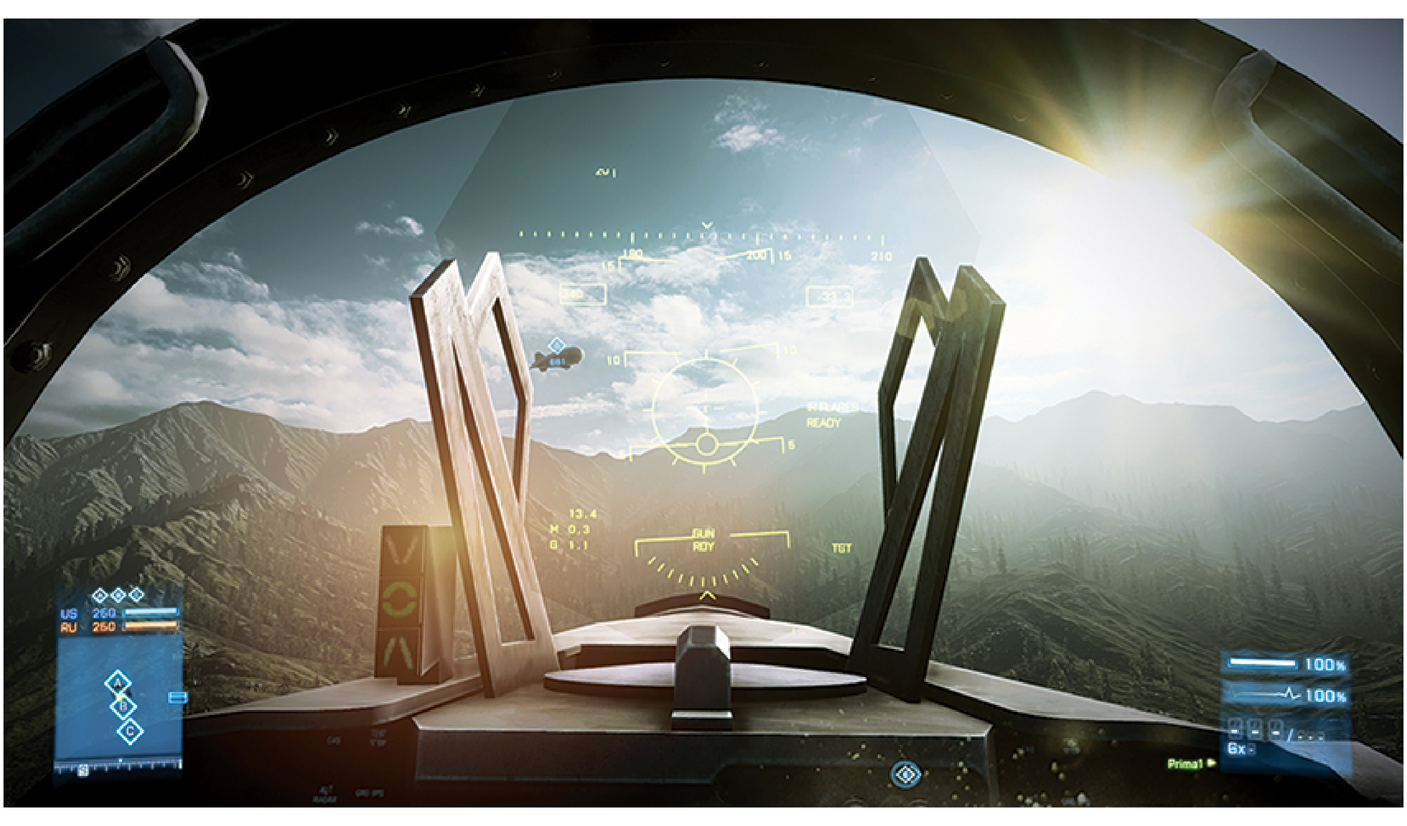
The Battlefield 3: End Game expansion pack brings frenetic action back to the battlefield, bringing to the fray four new maps, three new vehicles, and two new game modes, as well as the addition of the dropship (a variant of the AC130 presented in Armored Kill) with the ability to deploy IFVs in the field. Let's take a moment to observe these new features and their significance in the battlefield.

New Maps

Intense and frenzied combat has always been a staple of the Battlefield experience and the four new maps found in End Game certainly guarantee that. These new theaters of operation vary from dusty and sun-parched farmland—complete with a dilapidated warehouse and stables—to a snowy, mountainous landscape that a large oil refinery calls home. While these new environments are perfectly suited to armored combat, these maps really shine when you make use of the newest addition to the motor pool: dirtbikes. Strewn throughout the maps are plenty of opportunities to use these swift, maneuverable vehicles, including makeshift ramps that can be used to set up an ambush on unsuspecting hostiles or to make a quick escape, should you find yourself staring down the cannon of a tank. In the Multiplayer Maps chapter, recon regarding each of these maps, as well as their key strategic elements and objectives that can turn the tide of a battle are covered in detail.

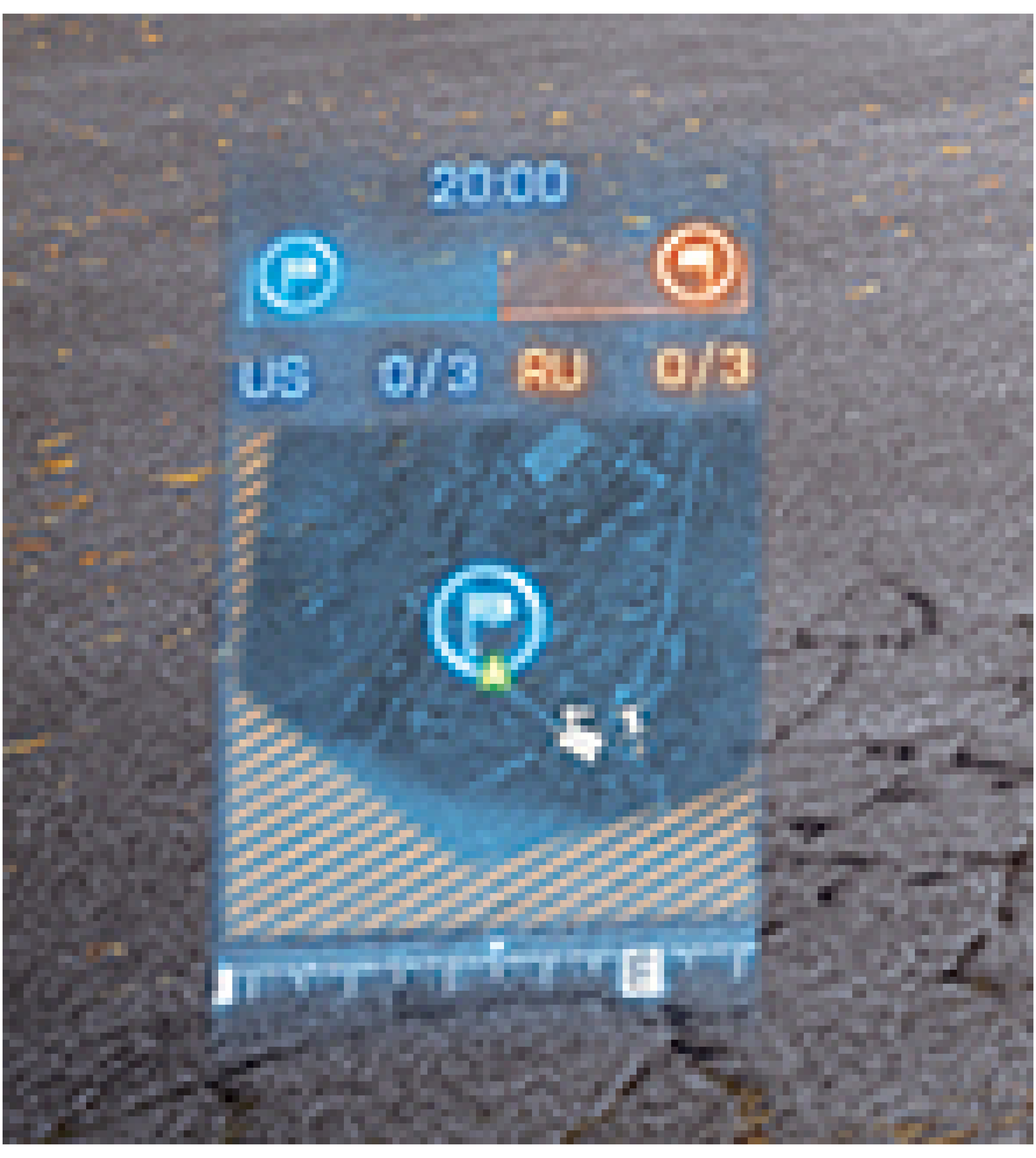
Air Superiority



Originally introduced as a game mode in Battlefield 1943, End Game presents the return of large-scale air combat. In Air Superiority, two teams of twelve with only jets at their disposal battle for control of three objectives. These objectives, in the form of indestructible white airships, remain stationary at varied elevations over the map. Once a team holds a majority of the objectives, the opposing team will begin to lose tickets until one of the teams has been depleted of them. Another way to deplete the number of tickets held by an opposing team is to earn kills by shooting down hostile aircraft, as each kill depletes the enemy tickets by one. Objectives are captured in the same manner as a flag while in conquest, except that their capture range is a 230 meter radius surrounding the airship. Establishing wingmen and maintaining contact with them is essential to the capture and control of objectives, as well as preventing deaths at the hands of the enemy. In contrast to the Air Superiority mode previously presented in Battlefield 1943, this time around players spawn into their vehicles while airborne, with no ability to escape from the cockpit due to an ejection seat malfunction. This malfunction ups the ante significantly, as the only hope of repairing a vehicle is through the use of an extinguisher. Preparation of an efficient loadout and teamwork is vital in surviving these fast-paced dogfights.

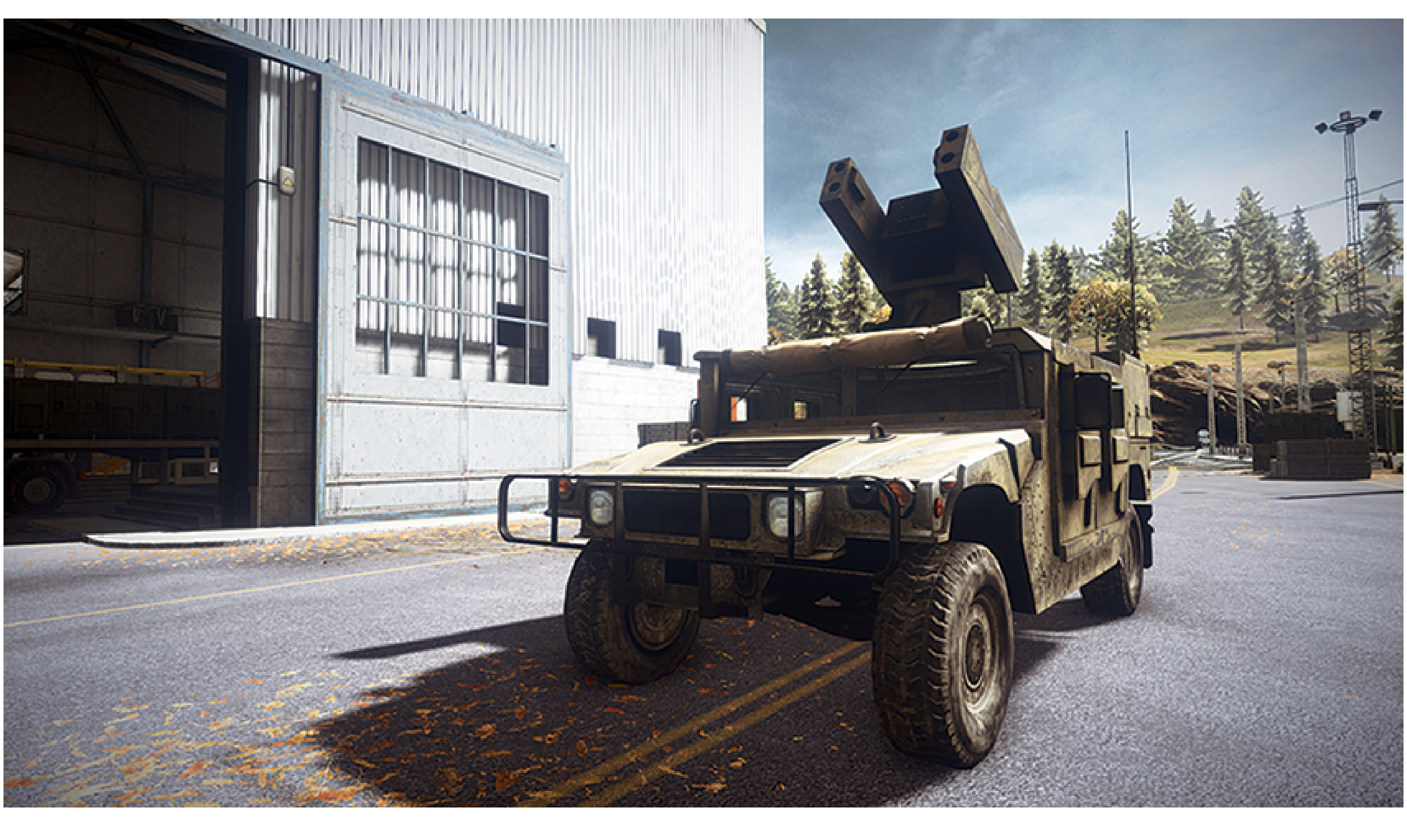
Capture the Flag

End Game sees the return of another classic game mode, Capture the Flag. Taking place on versions of the maps with tighter boundaries and bases that both teams can access, the objective of this game mode is to acquire the enemy's flag, which is located at their base, and deliver it to your own. The first team to successfully capture three enemy flags, or that has captured the highest number of flags, when the timer runs out wins the round. In the event that both teams have captured an equal number of flags when the timer runs out, the highest cumulative score of each team will be compared, and the highest scoring team is the victor. In the rare occasion that both teams' score is equal when the timer runs out, the victory will be given to the US team by default.



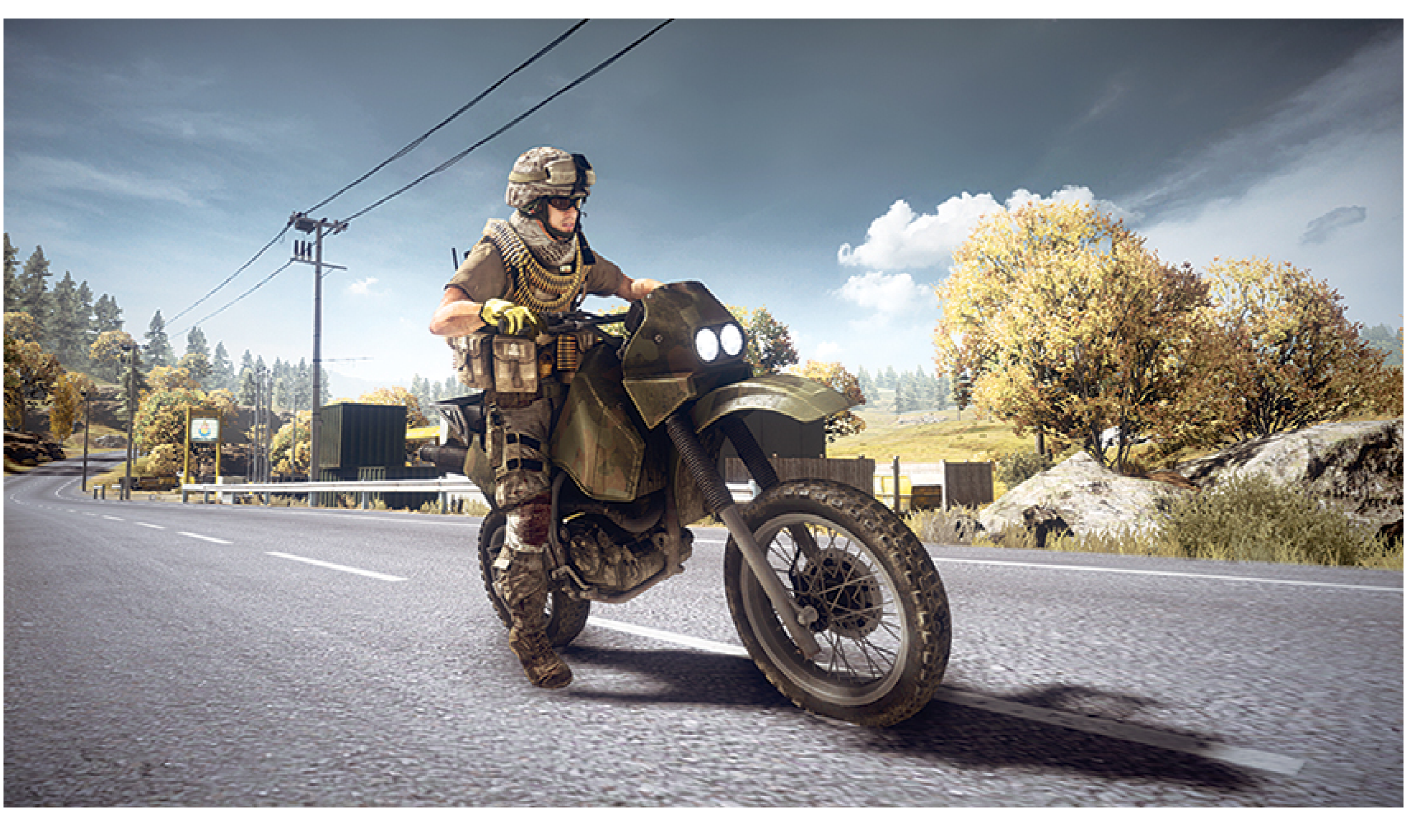
To keep track of the mayhem, displayed above the minimap is a timer, indicating the remaining time for the round, as well as a count of how many flags are held by each team. Another important element displayed above the minimap is a flag gauge; this gauge indicates the distance a flag is from its home or enemy base. Vehicles play an important role in capturing and defending flags. Both teams begin each round with a tank, an anti-aircraft vehicle, a helicopter, and dirtbikes, with additional vehicles located within a centralized location on the map. Despite having this assortment of vehicles, players must exit them to capture a flag, and the same is true when delivering an opposing team's flag to your base. Once captured, the flag can then be taken into a vehicle to quickly return it to your own base. Keeping this in mind, having a helicopter within the area to pick up a flag carrier greatly assists in the capture of an enemy flag. Should this be the method that the enemy is using against you, be sure to make use of the anti-aircraft vehicles to keep enemy helicopters at bay. If a flag carrier is killed, the flag will remain in the position on the map where the soldier fell for a brief period or until it is reclaimed by a friendly or opposing team's soldier. Should the former happen the flag will then return to its base.

Anti-Aircraft Vehicles

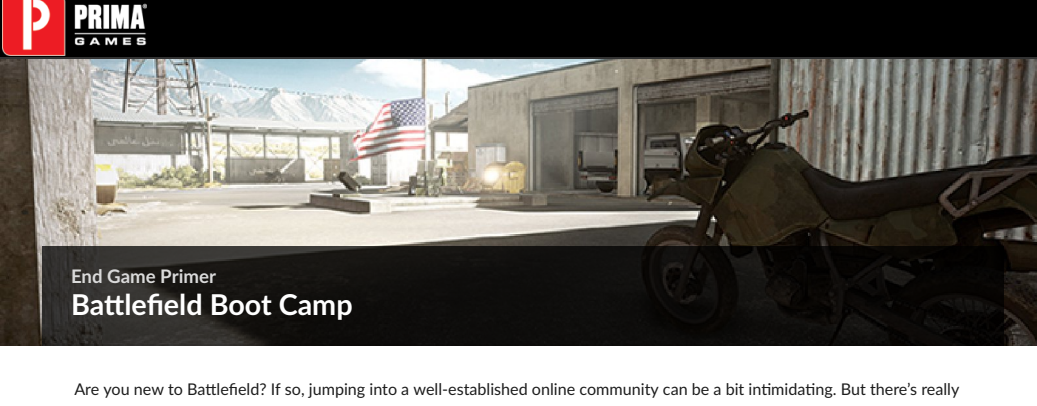


The ASRAD and Vodnik AA are armored jeeps that have been outfitted with anti-aircraft cannons. Both of these vehicles can carry up to four persons, including the driver. One of the vehicle seats places the passenger in command of the roof-mounted cannon that fires a lockable, short-range rocket that makes quick work of any aircraft—including the dropship. Should the vehicle be attacked by ground forces, the roof-mounted cannon can fire unguided shells to make quick work of foes. These vehicles are maneuverable, but not the fastest or most armored, so avoid engaging in a direct firefight with attack helicopters and tanks. Aside from their efficient firepower, these vehicles are useful for transporting troops around the battlefield.

Dirtbikes



An exciting addition to the battlefield this time around are dirtbikes. These nimble and easily underestimated vehicles are perfectly suited for navigating the terrain of the new End Game maps. While not armored or equipped with weapons, the ability to sit two people per dirtbike makes them excellent in the placement of mines or C4 while in motion. With none of the other vehicles able to match their speed, these are very useful for scouting or dropping off recon squad mates at their favorite sniper perches before the enemy has the chance to encamp at an objective.

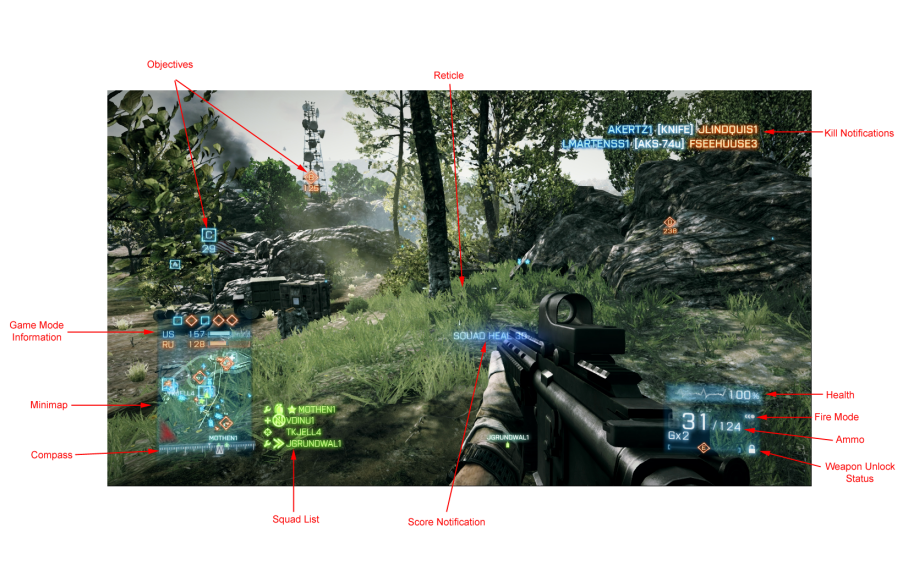


End Game Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

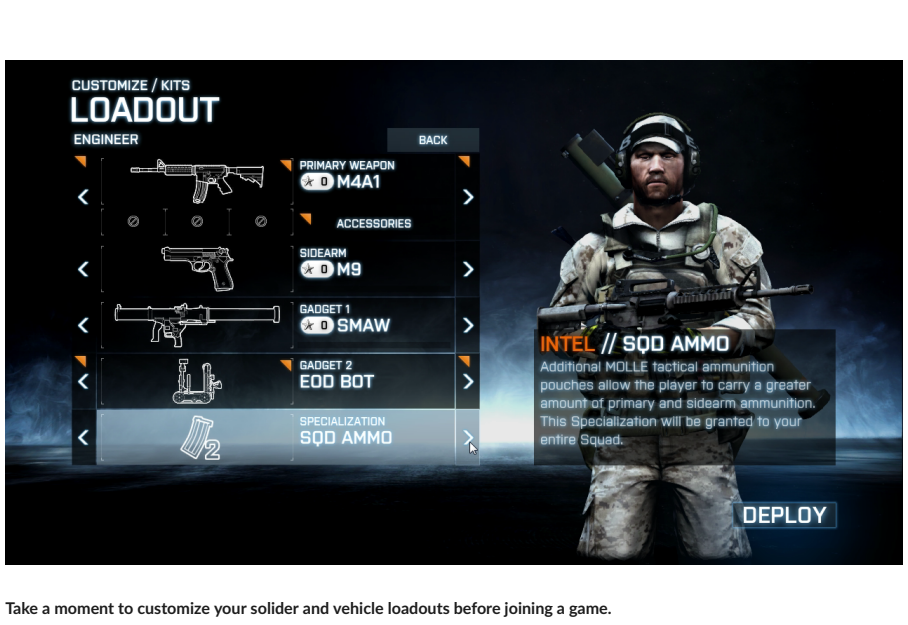
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

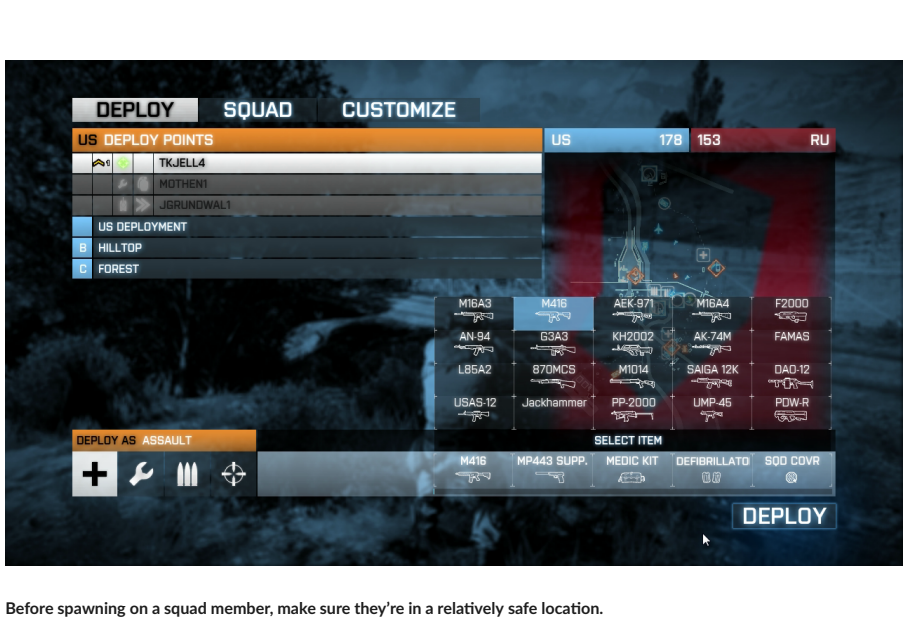


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

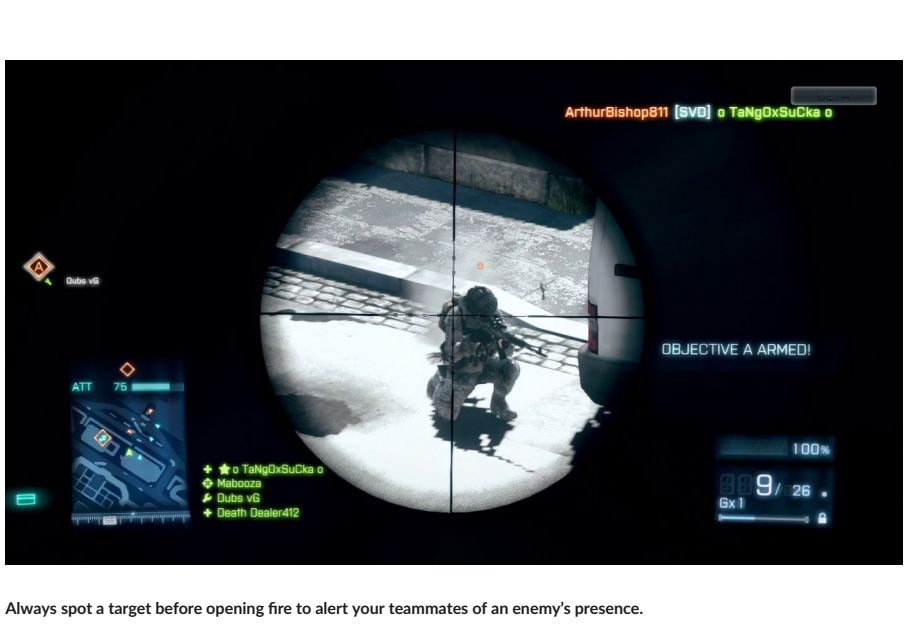
If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

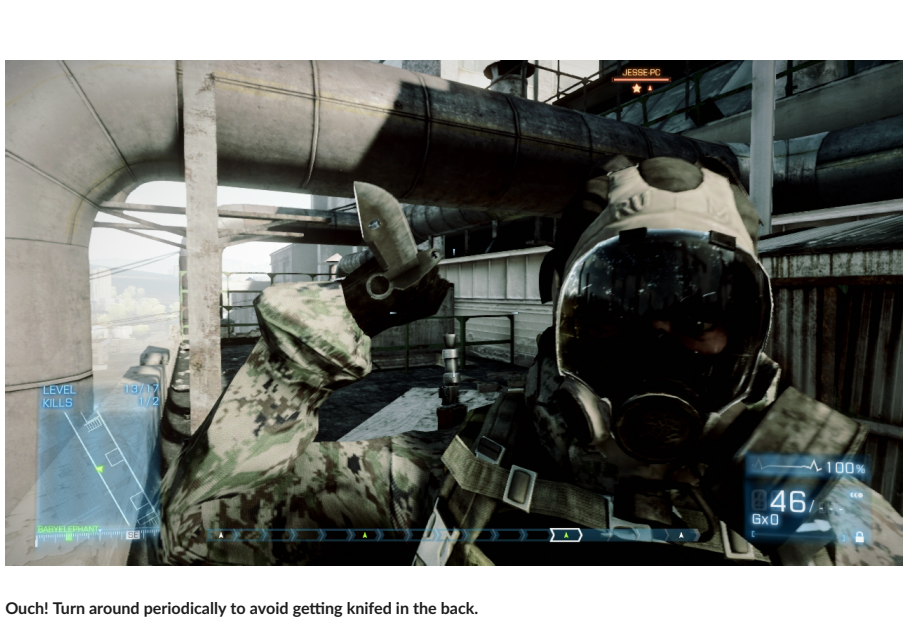


Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms

ENEMY KILLED 100
VDINU1 [PKP PECHENEG] ROQATEST178W764

A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

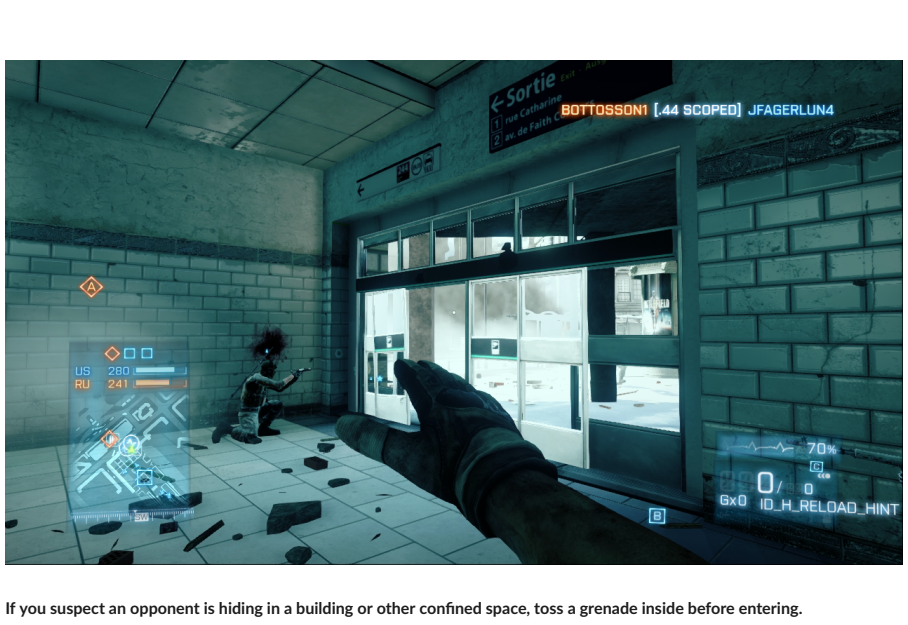
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



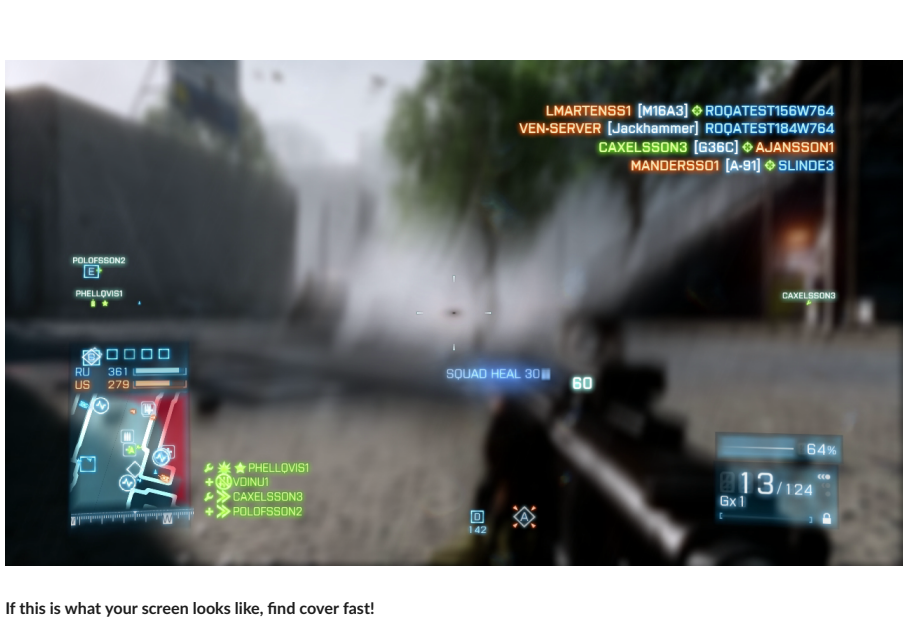
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression


LMARTENSS1 [M16A3] ROQATEST156W764
VEN-SERVER [Jackhammer] ROQATEST184W764
CAXELSSON3 [G36C] AJANSSON1
MANDERSSO1 [A-91] SLINDE3
SQUAD HEAL 30
60

If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

FSEEHUUSE3 [T-90A] Fnotts
MLIDGREN1 CONNECTED
MMAGGIT01 CONNECTED
NEKSTRAND2 CONNECTED
DRIVER KILL ASSIST 10

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

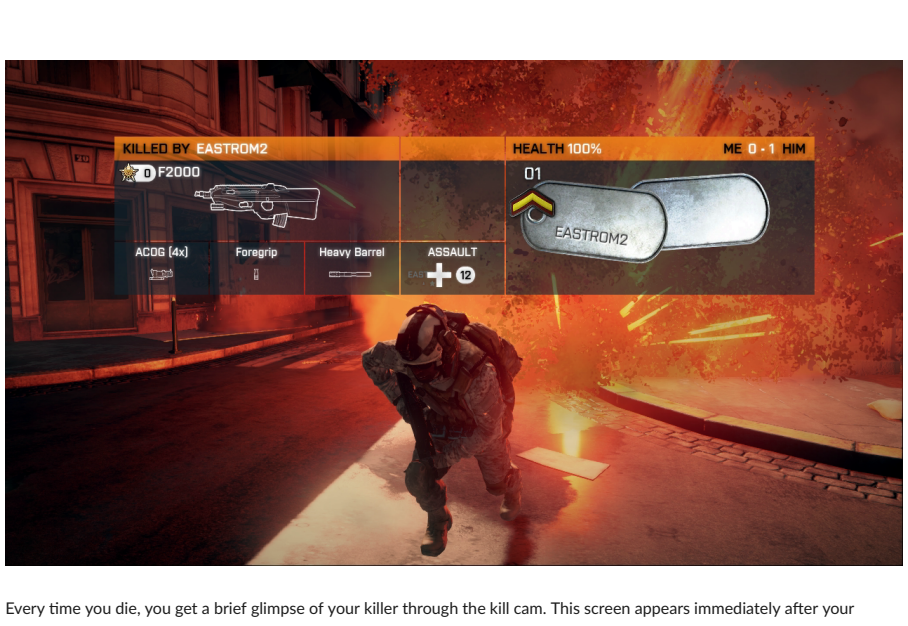
Vehicle Damage

LOAELE [M1114 HMMWV] ROQATEST178W764
MLINDERH02 [M416] AJANSSON1
cpetcu [MK11 MOD 0] MIHREFORS1
SARMONIOS5 [AK-74M] VDUMITRES1
[1] 60mm HEDP
[2] 80mm SMOKE

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

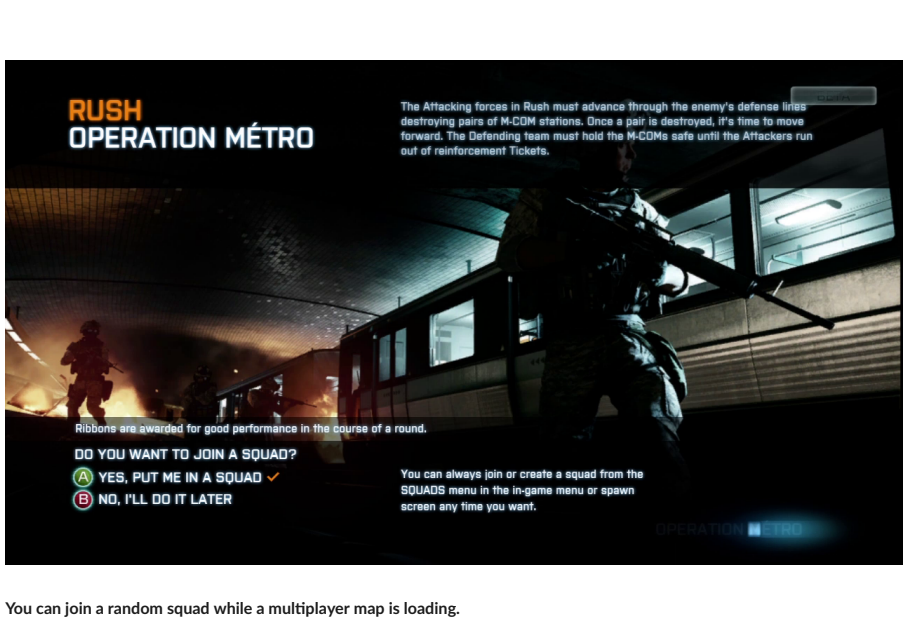


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

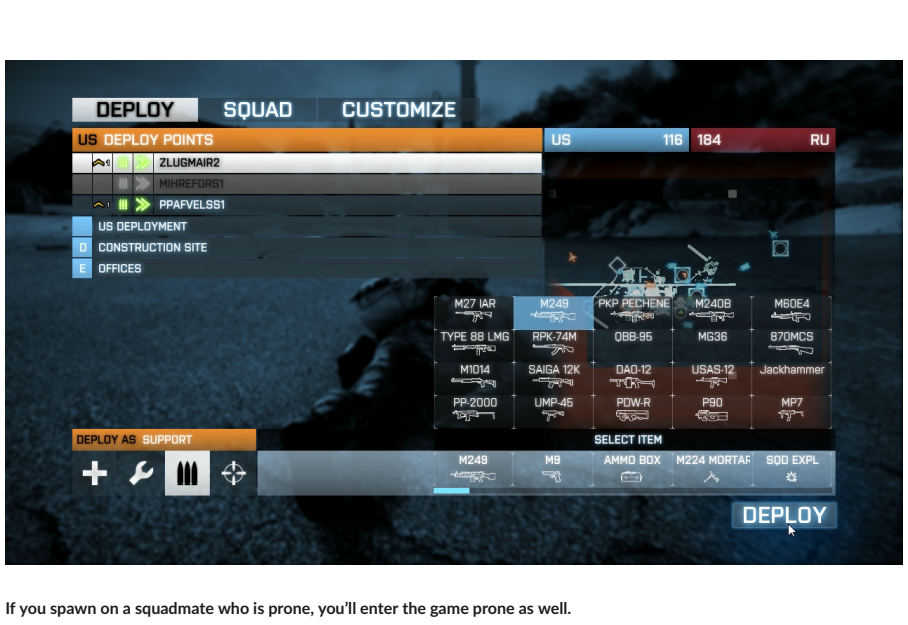
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

CAXELSSON3 [G36C] JMJONES1
CAXELSSON3 [G36C] ROQATEST155W764
NEKSTRAND2 [M224 MORTAR] AFOUGNER2
NEKSTRAND2 [M224 MORTAR] MPELLY1
ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20

Issuing and following squad orders is a simple way to boost your score.

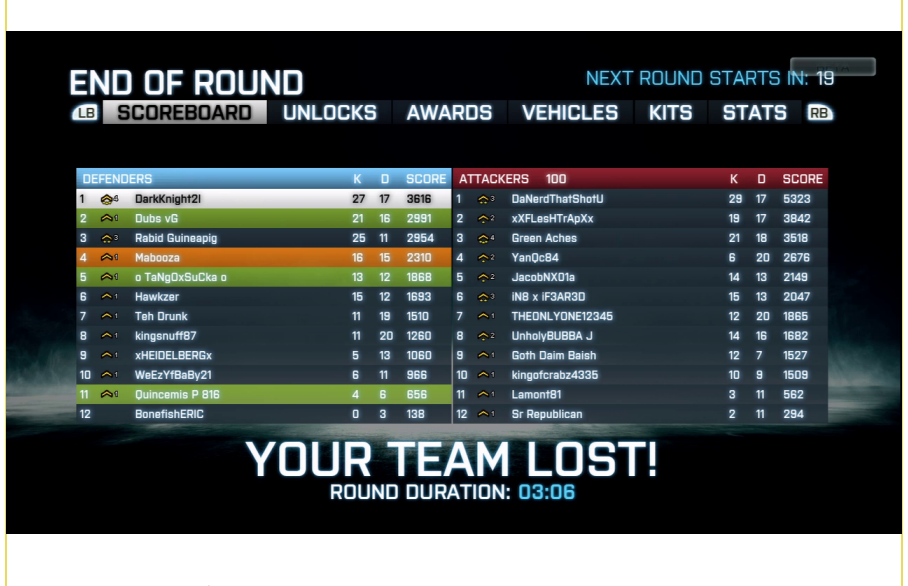
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



DEFENDERS	K	D	SCORE	ATTACKERS 100	K	D	SCORE
1 DarkKnight21	27	17	3616	1 DaNerdThatShotU	29	17	5323
2 Dubs vG	21	16	2891	2 xXFLesHTrApXx	19	17	3842
3 Rabid Guineapig	25	11	2954	3 Green Aches	21	18	3518
4 Mabooza	16	15	2310	4 YanQc84	6	20	2676
5 o TaNgOxSuCka o	13	12	1868	5 JacobNXO1a	14	13	2149
6 Hawkzer	15	12	1693	6 iN8 x iF3AR3D	15	13	2047
7 Teh Drunk	11	19	1510	7 THEONLYONE12345	12	20	1865
8 kingsnuff87	11	20	1260	8 UnholyBUBBA J	14	16	1682
9 xHEIDELBERGx	5	13	1060	9 Goth Daim Baish	12	7	1527
10 WeEzYfBaBy21	6	11	966	10 kingofcrabz4335	10	9	1509
11 Quincemis P 816	4	6	656	11 Lamont81	3	11	562
12 BonefishERIC	0	3	138	12 Sr Republican	2	11	294

YOUR TEAM LOST!

ROUND DURATION: 03:06

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

HMG 50
28
AKERTZ1 [SCAR-H] POLOFSSON2
AKERTZ1 [SCAR-H] PHELLOVIS1
SKENT1 [M16A4] CAXELSSON3
AIRMIEA1 [M98B] TJONSSON
WARN
SPOT BONUS 10
KILL ASSIST 39
59

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

TKJELL4 [SV98] JFORS1
EMUUGA1 [AKS-74u] ROQATEST50W764
POLOFSSON2 [AS VAL] VDUMITRES1
MLAGRE3 [RPG-7V2] MSAASTAMO1

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnification scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefield through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

CPLOGFORS3 [M416] KJOHANSSO2
TJONSSON [SG553] PORAGOMIR
THUDSON1 [AK-74M] SBREZEANV1
crdumitru [MK11 MOD 0] JFORS1

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

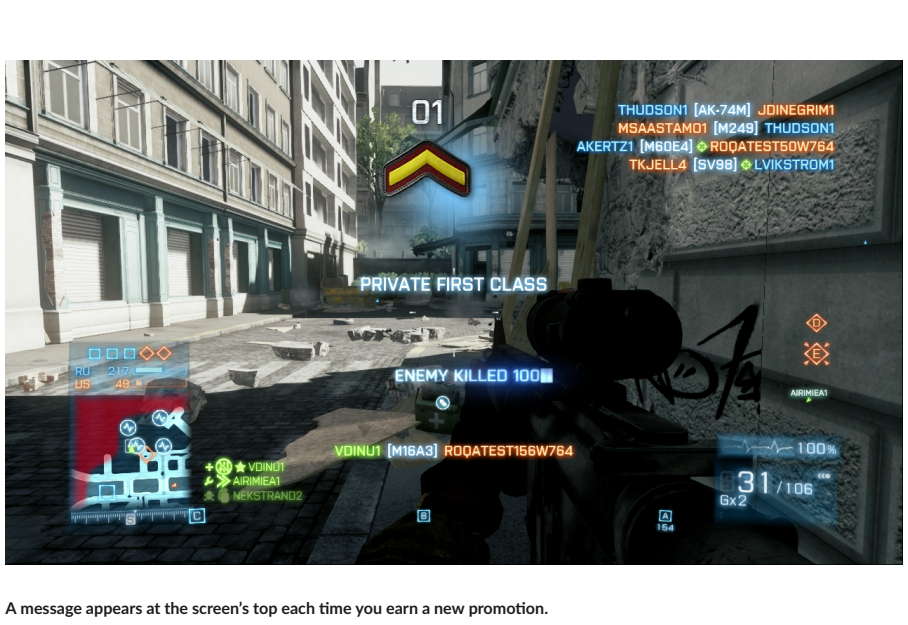
Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

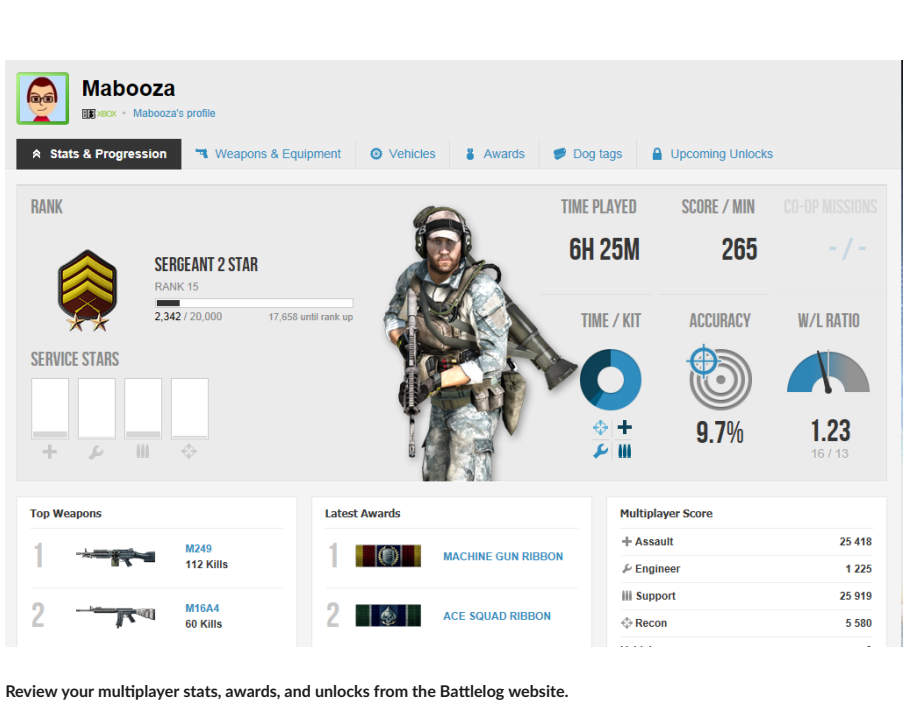
Persistence System


01
PRIVATE FIRST CLASS
ENEMY KILLED 100
VDINU1 [M16A3] ROQATEST156W764
THUDSON1 [AK-74M] JDINEGRIM1
MSAASTAMO1 [M249] THUDSON1
AKERTZ1 [M60E4] ROQATEST50W764
TKJELL4 [SV98] LVIKSTROM1

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



RANK: SERGEANT 2 STAR, RANK 15, 2,342 / 20,000, 17,658 until rank up

TIME PLAYED: 6H 25M

SCORE / MIN: 265

CO-OP MISSIONS: - / -

ACCURACY: 9.7%

W/L RATIO: 1.23, 16 / 13

Top Weapons: 1 M249 112 Kills; 2 M16A4 60 Kills

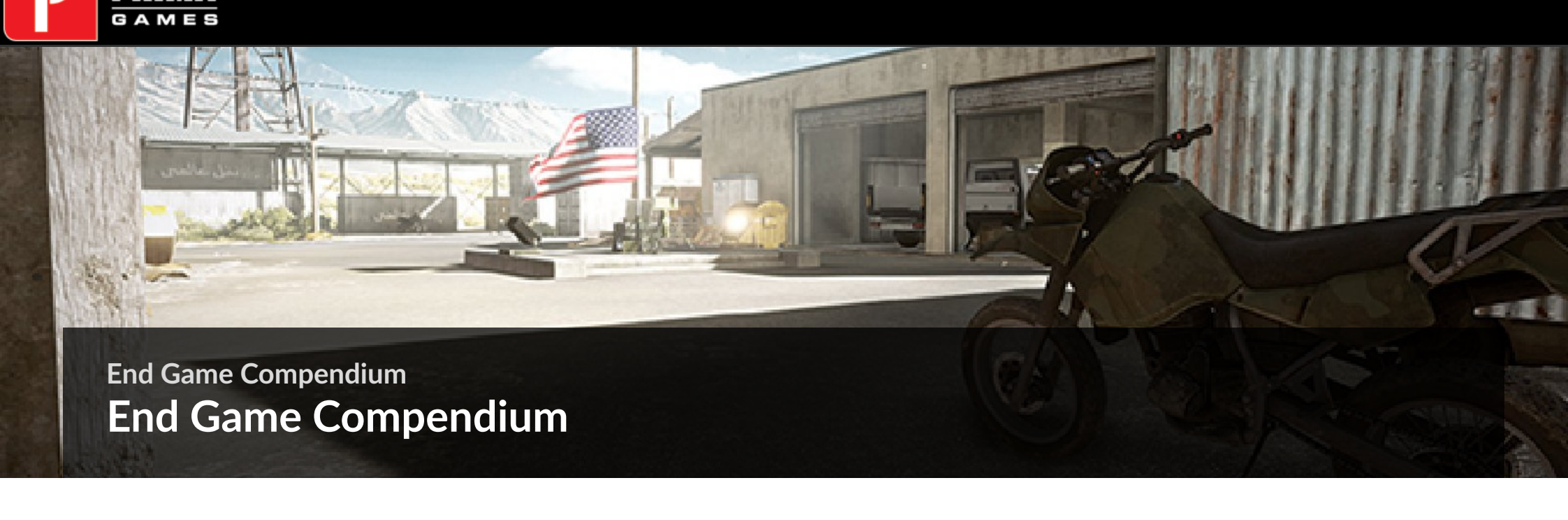
Latest Awards: 1 MACHINE GUN RIBBON; 2 ACE SQUAD RIBBON

Multiplayer Score	
Assault	25 418
Engineer	1 225
Support	25 919
Recon	5 580

Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



End Game Compendium

End Game Compendium

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within three seconds of him killing a friendly.
COMEBACK	10	Come back from a streak of five or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies within 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10–100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made six or more kills without dying. The score awarded equals the number of kills in the enemy's streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy six or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	Kill an enemy within two seconds of him dealing 50% to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Capture the Flag Scoring System

Action	Points	Description
CAPTURE FLAG	500	Capture the enemy flag.
CAPTURE FLAG STREAK	200	Capture the flag more than once in a game.
PICK UP FLAG	100	Pick up the enemy flag after it has been dropped.
PICK UP ASSIST	100	Be within 10 meters of the flag when it is being picked up after being dropped.
FLAG CARRIER HEAL	50	Heal the flag carrier.
RETURN FLAG	100	Return your team's flag to your base.
FLAG TRANSPORT	200	Transport the flag carrier in your vehicle.
FLAG TRANSPORT STREAK	100	Transport the flag carrier in your vehicle multiple times in a round.
FLAG CARRIER SAVIOR	50	Kill an enemy that is attacking the flag carrier.
FLAG CARRIER SAVIOR SUPPRESSION	50	Suppress an enemy that is attacking the flag carrier.
FLAG CARRIER KILL	100	Kill the enemy flag carrier.
FLAG CARRIER KILL ASSIST	50	Assist in killing the enemy flag carrier.
FLAG CAPTURE ASSIST	50	Be within 10 meters of the flag when it is being captured.

End Game Assignments

Defender of the Earth

FLY SWATTER
5

Criteria:

- Destroy five air vehicles using the AA jeeps.

Reward:	
Fly Swatter Dog Tag	

Scar Spangled Banner

STANDARD BEARER
5
2
1

Criteria:

- Return five flags in Capture the Flag.
- Capture two flags in Capture the Flag.
- Win one round in Capture the Flag.

Reward:	
Standard Bearer Dog Tag	

Fatal Drop

LOOK UP
MOBILE MAYHEM
1
1
1

Criteria:

- From an airdropped IFV, kill an enemy soldier.
- From an airdropped IFV, destroy an enemy transport vehicle.
- From an airdropped IFV, destroy an enemy IFV.

Reward:	
Look Up Dog Tag	

Road Warrior

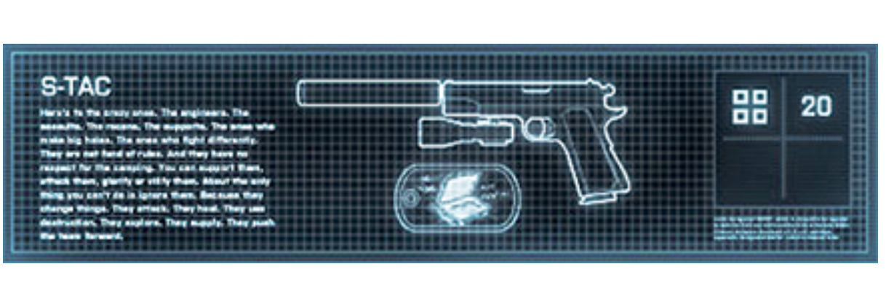
ROAD WARRIOR
20
1

Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

All About Precision



Criteria:

- Road Warrior must be completed.
- Get 20 headshots with pistols.

Reward:	
S-TAC Dog Tag	
S-TAC Pistol	

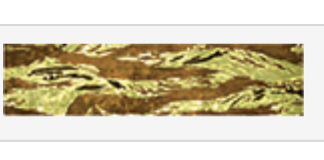
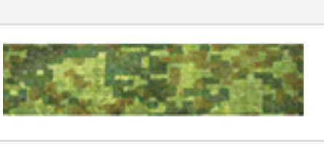
Premium Assignments: Tier 1

SCAR-L Specialist

DESERT STRIPE
DIGITAL WOODLAND
3
100

Criteria:

- Get 100 kills with the SCAR-L.

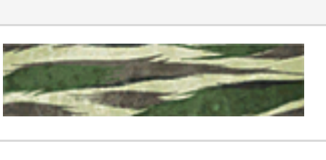
Reward:	
SCAR-L Desert Stripe Camo	
SCAR-L Digital Woodland Camo	

G53 Specialist

NAVY BLUE
WOODLAND STRIPE
50
20

Criteria:

- Get 50 kills with the G53.
- Destroy 20 vehicles as Engineer.

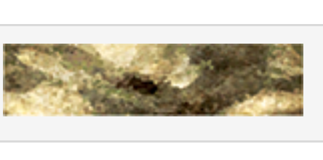
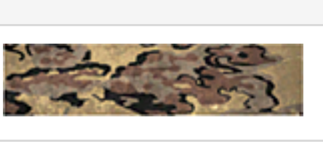
Reward:	
G53 Navy Blue Camo	
G53 Woodland Stripe Camo	

M39 Specialist

TACTICAL
WOODLAND OAK
50
10

Criteria:

- Get 50 kills with the M39.
- Kill 10 enemy flag carriers in Capture the Flag.

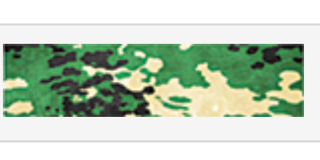
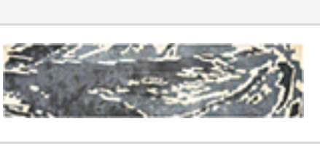
Reward:	
M39 Tactical Camo	
M39 Woodland Oak Camo	

QBB-95 Specialist

BERKUT
AIRMAN
100
50

Criteria:

- Get 100 kills with the QBB-95.
- Get 50 ammo resupplies as Support.

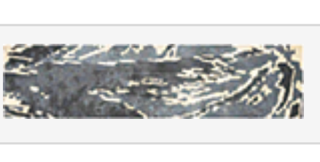
Reward:	
QBB-95 Berkut Camo	
QBB-95 Airman Camo	

MK3A1 Specialist

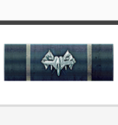
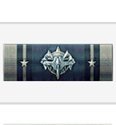
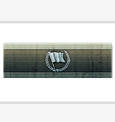
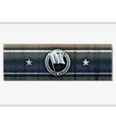
AIRMAN
WOODLAND OAK
20
20
20

Criteria:

- Get 20 kills with the AK3A1 as Assault.
- Get 20 kills with the AK3A1 as Engineer.
- Get 20 kills with the AK3A1 as Support.
- Get 20 kills with the AK3A1 as Recon.

Reward:	
MK3A1 Airman Camo	
AK3A1 Woodland Oak Camo	

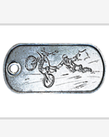
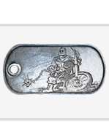
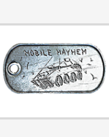
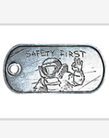
End Game Awards

Ribbon	Name	Criteria	Points
	Air Superiority Ribbon	Play an Air Superiority round.	
	Air Superiority Winner Ribbon	Win an Air Superiority round.	
	Capture the Flag Ribbon	Play a Capture the Flag round.	
	Capture the Flag Winner Ribbon	Win a Capture the Flag round.	
	Air Superiority Medal	Obtain the Air Superiority Winner Ribbon 50 times.	
	Capture the Flag Medal	Obtain the Capture the Flag Winner Ribbon 50 times.	

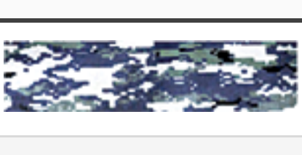
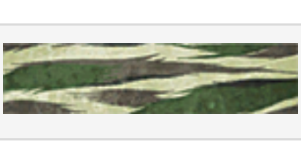
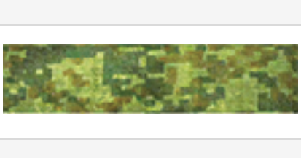
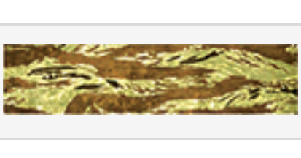
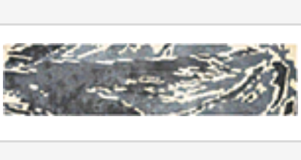
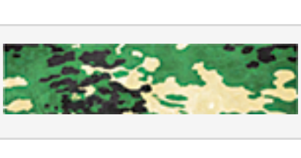
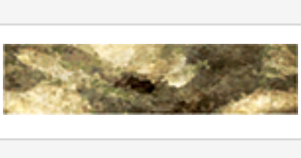
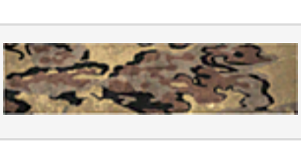
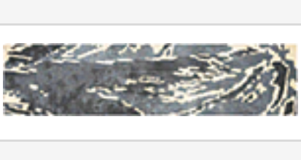
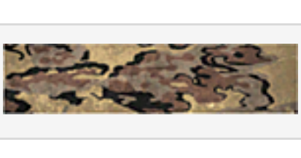
End Game Dog Tags (Left)

Dog Tag	Name	Criteria
	Capture the Flag	Play Capture the Flag 10 times.
	Capture the Flag Winner	Win Capture the Flag 10 times.
	Air Superiority	Play Air Superiority 10 times.
	Air Superiority Winner	Win Air Superiority 10 times.
	M1911 S-TAC	Obtain S-TAC Service Star 1.

End Game Dog Tags (Right)

Dog Tag	Name	Criteria
	True Primary Weapon Master	Get 100 kills with each primary weapon class.
	Pancakes	Earned if the player falls over 200 m and dies from the impact.
	Motorcross	Attempt 50 jumps with a dirt-bike and get 10 kills while on a dirt-bike.
	Elite Flag Runner	Capture 50 flags in Capture the Flag game mode.
	Fly Swatter	Unlocked with Defender of Earth.
	Road Warrior	Unlocked with Road Warrior.
	Look Up	Unlocked with Fatal Drop.
	Standard Bearer	Unlocked with Scar Spangled Banner.
	S-TAC	Unlocked with All About Precision.
	Air Superiority Medal	Win Air Superiority 50 times.
	Capture the Flag Medal	Win Capture the Flag 50 times.
	M1911 S-TAC Master	Obtain S-TAC Service Star 5.
	True Combat Efficiency	Obtain the Combat Efficiency Medal.
	True Handgun Master	Get 100 handgun kills.
	Bomb Squad	Obtain 50 Anti-Explosive Ribbons.
	Squad Wiper	Obtain 50 Squad Wipe Ribbons.

End Game Weapon Camo

Dog Tag	Name	Criteria
	Navy Blue Digital	G53
	Woodland Stripe	G53
	Digital Woodland	SCAR-L
	Desert Stripe	SCAR-L
	Airman	QBB-95
	Berkut	QBB-95
	Tactical	M39
	Woodland Oak	M39
	Airman	MK3A1
	Woodland Oak	MK3A1

End Game Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	AA's Revenge	Destroy an air vehicle using the AA jeeps.	20	Bronze
	Heavy Lifter	Kill an enemy after successfully paradropping an IFV.	20	Bronze
	Capture the Flag	Capture a flag while playing Capture the Flag.	20	Bronze
	It's No Sidecar	Get a kill from the passenger position on a motorcycle.	30	Silver
	Transport Pilot	Transport a flag carrier in an air vehicle while playing Capture the Flag.	30	Silver

End Game Vehicles

End Game Vehicles

Vehicles are an integral part to maintaining control and domination of your enemies on the battlefield. Whether on land or in the air, efficient use of these machines can turn the tide of a battle in either your favor or your enemies'. With Battlefield 3: End Game three new vehicles are cast into the fray, including a major strategic deployment platform, the imposing dropship. All of these prove to be highly capable and deadly additions to the battlefield.

Light Vehicles

While the Vodnik AA and the ASRAD may appear familiar to Battlefield veterans, their outfitting with an ASRAD cannon proves them to be highly capable assault vehicles across the landscapes presented in End Game. While still vulnerable to high explosives and particularly in direct combat with more powerful vehicles such as tanks and IFVs, these maneuverable light vehicles are efficient in the transport of troops to control points and M-COM stations and have enough firepower to stand on their own if the need arises. If direct conflict is not your style though, you can always opt for the newest addition to the light vehicle class: the dirtbikes. These swift and nimble vehicles may not be armored or outfitted with cannons, but the fact that they can outmaneuver any other vehicle that you may encounter makes them especially useful when flanking the enemy or taking position as a recon. Also, they are able to carry an additional passenger on board, so you can give teammates a ride with you as well. There are no vehicle unlocks or loadout options for these vehicles.

ASRAD

Nationality: US

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The ASRAD is a M1114 HMMWV that has been outfitted with a rooftop-mounted ASRAD cannon. While identical to the familiar HMMWV in terms of armor and speed, the addition of an ASRAD cannon makes this vehicle especially efficient in the destruction of aircraft. Aside from being an anti-aircraft vehicle, switching to secondary fire when in the gunner's position disables the lock-on capability of the cannon, enabling the gunner to fire upon land-based targets as well. With this in mind, it is possible to engage a tank or IFV, but given the lighter armor of the ASRAD it is best to attack these heavier vehicles while passing or make use of the vehicle's maneuverability to fire on them from behind.

Caution

While the occupants of the vehicle are relatively safe within the vehicle, the open windows present a hazard when attacked by explosives or a skilled marksman.

Vodnik AA

Nationality: RU

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Vodnik is no stranger to the battlefield. This time, it has been outfitted with an ASRAD cannon, making it particularly deadly to aircraft. As with its US counterpart, the ASRAD , switching to secondary fire while in the gunner's position enables the ability to fire the ASRAD unguided against targets. One advantage to the Vodnik AA over the ASRAD is that the Vodnik AA is an amphibious vehicle, meaning that traversal of waterways is possible should the vehicle be used for flanking or if it needs to make a quick escape. Like the ASRAD , though, the addition of an ASRAD cannon makes the vehicle useful against land-based targets and infantry.

Dirtbikes

Nationality: US and RU

Description: Fast unarmored transport vehicle capable of carrying two persons.

Vehicle Performance	
Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

One of the fastest and the most maneuverable of the ground vehicles, the dirtbike is an unimposing transport vehicle that can quickly and efficiently navigate the battlefield, and it's small enough to enter buildings as well. While the driver may be unarmed, the passenger has full access to his own troop kit. While accuracy with a firearm is difficult when traveling at the high speeds the dirtbike is capable of, explosives, such as grenades and C4, are highly effective drive-by weapons.

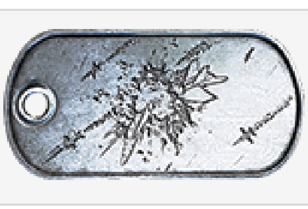
Light Vehicle-Related Assignments

Defender of the Earth

FLY SWATTER
5

Criteria:

- Destroy five air vehicles using the AA jeeps.

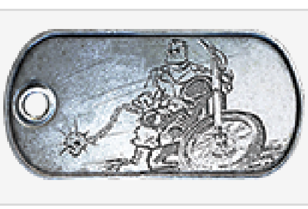
Reward:	
Fly Swatter Dog Tag	

Road Warrior

ROAD WARRIOR
20
1

Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

Light Vehicle Tactics

- Before riding a dirtbike, it is possible to throw an ammo crate or medic kit onto it. This effectively heals and resupplies the driver and passenger while they are on it.
- Sometimes, the most direct path is not the safest. In times like these, keep an eye out for the ramps that are located throughout the maps. Dirtbikes can take advantage of these to make quick escapes or get the jump on enemy forces.
- Dirtbikes make great bombs, too! These vehicles tend to be plentiful and maintain their momentum for some time after bailing out. So, if you don't mind destroying yours, strap some C4 to it and drive at breakneck speed toward your target and bail out; just don't forget to detonate the charge.
- The cannon on both the ASRAD and Vodnik AA has a high effective range. Use this to your advantage to protect control points and M-COMs from afar, instead of engaging the enemy at close range, where the vehicles' vulnerability to explosives can be exploited.

Dropship

One of the most strategically viable additions to the battlefield is the Dropship. This heavily armored support vehicle is afforded to a team that can control and maintain a specific control point within the field. While the aircraft itself is unarmed, the ability to deploy infantry and IFVs into the fray at a moment's notice will make this deployment platform a highly contested asset throughout the course of any battle.

Dropship

Nationality: US and RU

Description: Heavily armored airborne deployment platform capable of deployment of infantry and IFVs.

Vehicle Performance	
Speed	☐🟨🟨🟧☐
Armor	☐🟨🟨🟧☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
N/A	N/A	N/A

Field Notes

Logistically, the dropship is an invaluable asset for the team in control of it. Able to drop infantry units and formidable IFVs into the field, the controlling team should expect the dropship to be subject to enemy attack the moment it appears over the battlefield. Any nearby allied aircraft should work to defend the vehicle from attack, keeping in mind that the countermeasures deployed from the dropship against locked-on weapons take a moment to reload after use. Paratroopers should also keep in mind that they are susceptible to splash damage while standing within the cargo bay of the aircraft prior to deployment.

Dropship Tactics

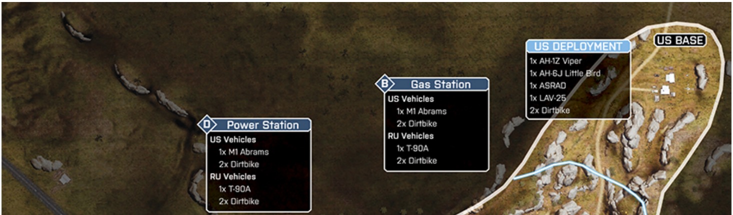
- For units deploying into the field, they should be mindful of the dropship's position (indicated by a flashing beacon on the spawn screen minimap). Coordination of the airdrop behind enemy lines provides a chance to flank them.
- Only one airdropped IFV can be deployed at a time (except for Conquest 64 that affords two IFVs). Should the IFV be destroyed, there is a brief waiting period before another IFV can be deployed.
- During its descent, an airdropped IFV is vulnerable to attack. On the same note, the IFV can also fire its weapons, but its accuracy is greatly reduced when in the air.
- Before an airdrop, coordinate with your teammates on the ground to bombard the drop site prior to deployment

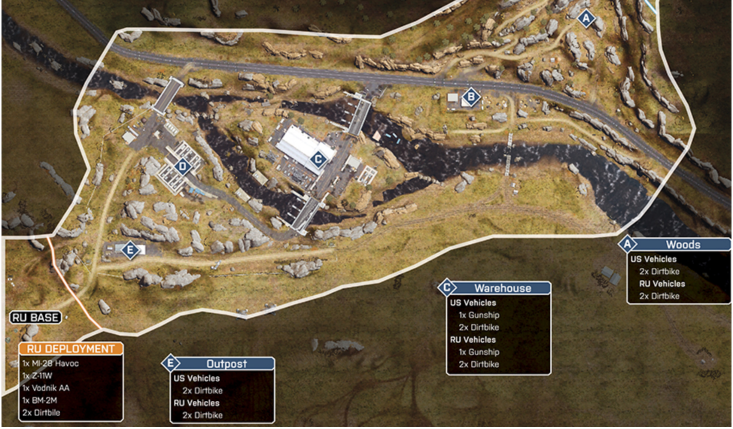
End Game Battlefields

Operation Riverside

THAGER OIL CORP.
THAGER OIL CORP.

Conquest

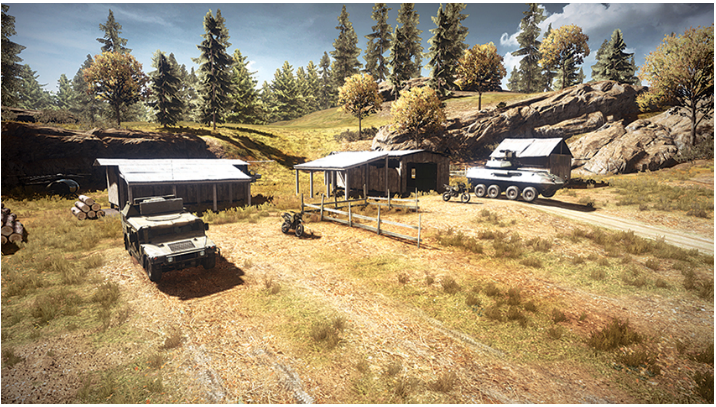




Click here for interactive maps

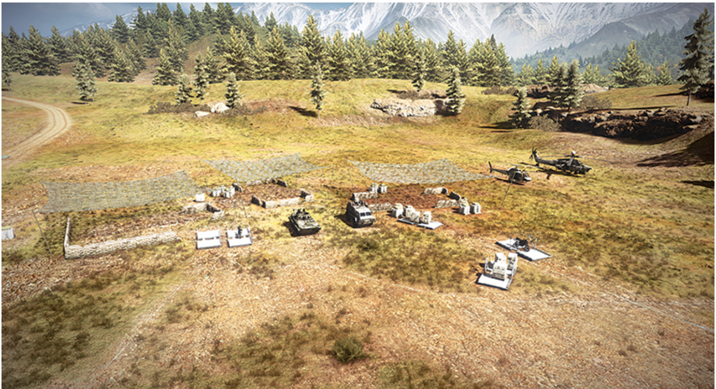
The stage for Operation Riverside is set around a small hydroelectric power station that harnesses the raw power of the river that cuts through this foothill region. Its waters divide the landscape into northern and southern regions. Now, among this deceptively serene landscape, a fierce battle is underway to decide who will control this land. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself; this terrain can be difficult for large vehicles to negotiate. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D) which can provide both teams with an opportunity to flank their enemy.

US Base



Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of this clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map, and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base

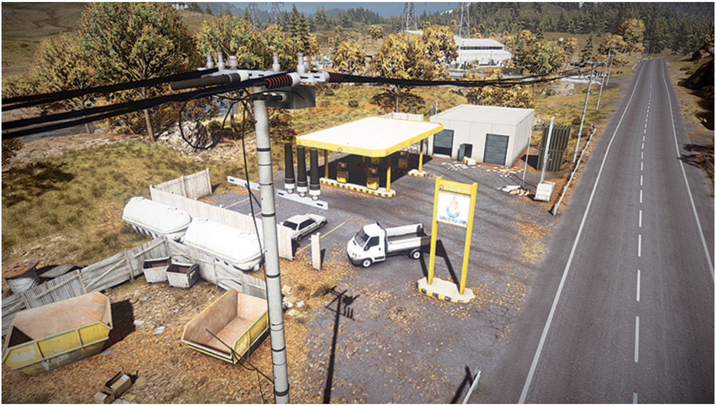


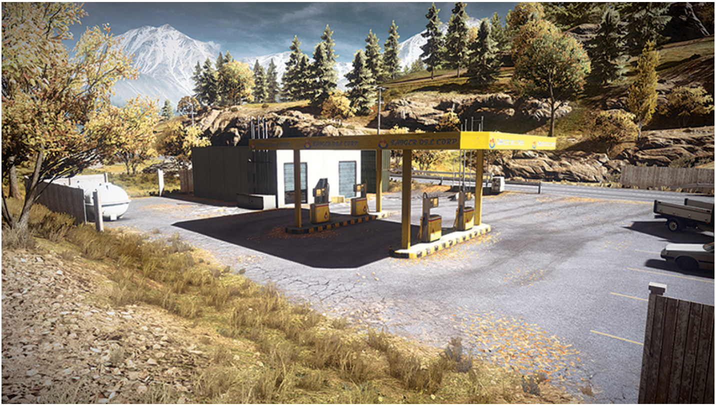
Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E), crossing the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the Warehouse. By now, the MI-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

Woods

The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options being by air or flanking, it provides a sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

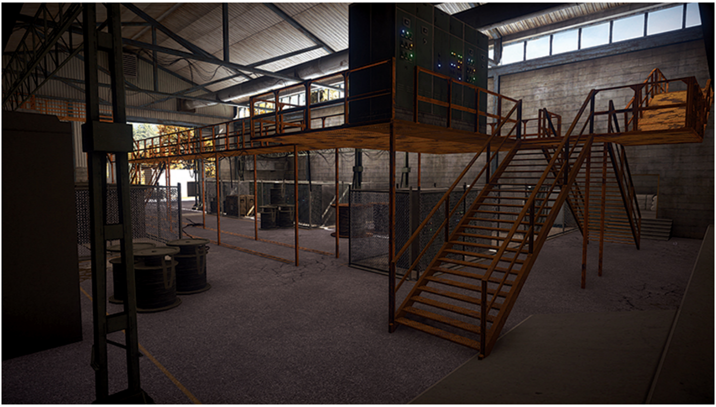
Gas Station





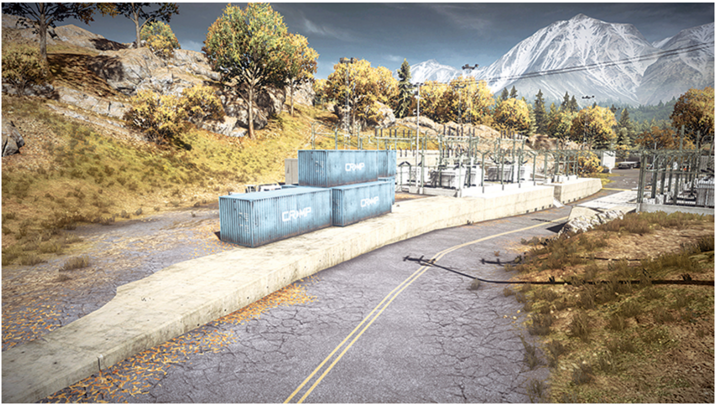
Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosives arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse



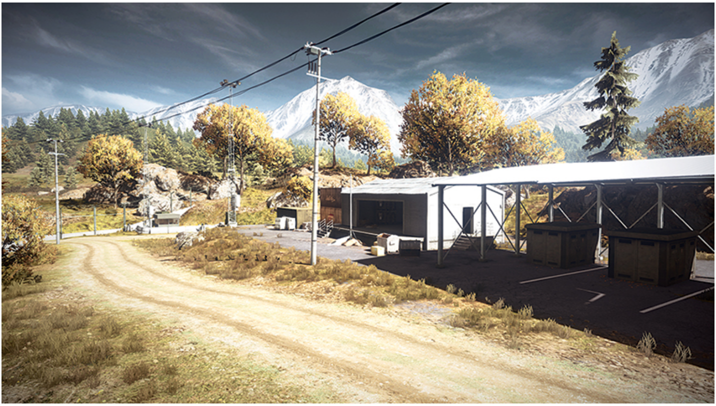
Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

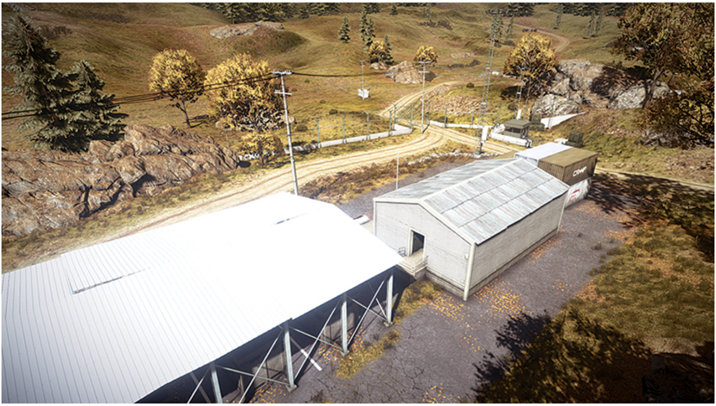
Power Station



Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes by the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost





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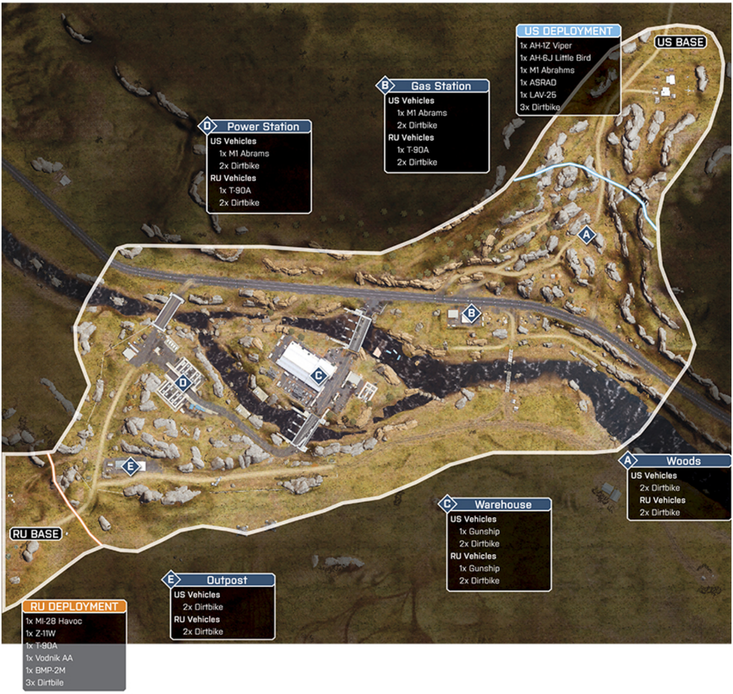
CR>MP

The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position still have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.



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The Conquest 64 version of the Operation Riverside map is identical to its Conquest counterpart—with two exceptions: Each team begins the match with a tank and an additional dirtbike, which is accessible from their deployment site. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself, whose terrain can be difficult to negotiate large vehicles through. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D), which can provide both teams with an opportunity to flank their enemy.

US Base

Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of this clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

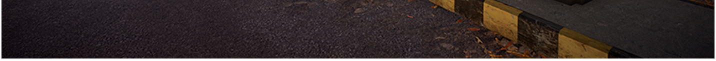
RU Base

Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E) and crosses the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the warehouse. By now, the MI-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

Woods

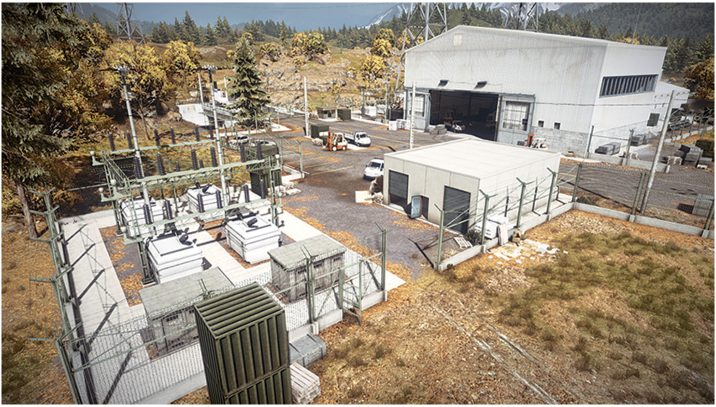
The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options are by air or flanking, it provides sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

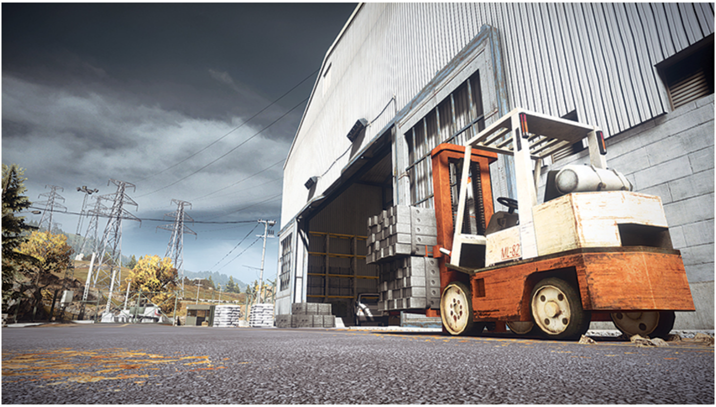
Gas Station



Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosives arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse





Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

Power Station

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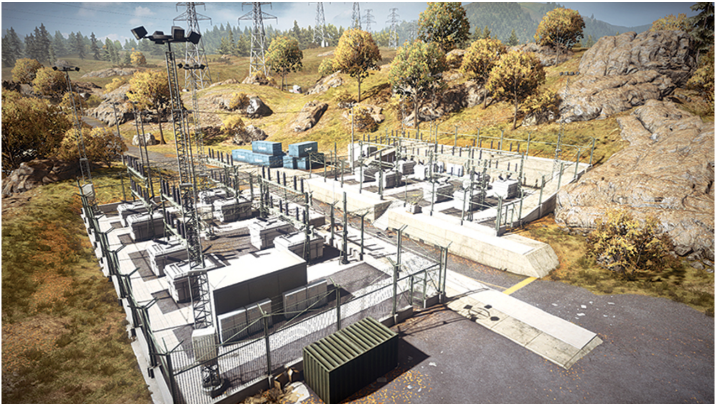
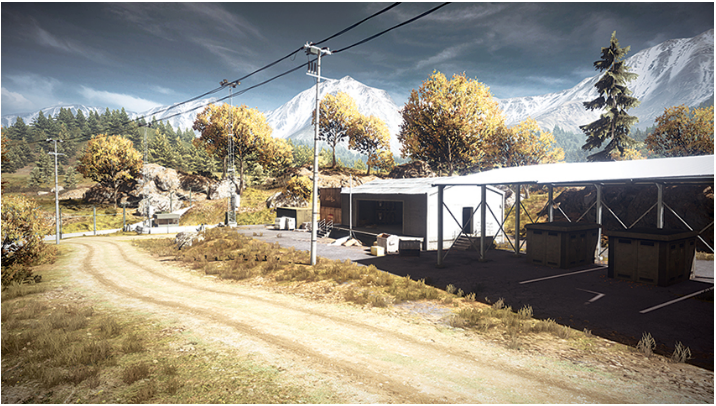


Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes between the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost



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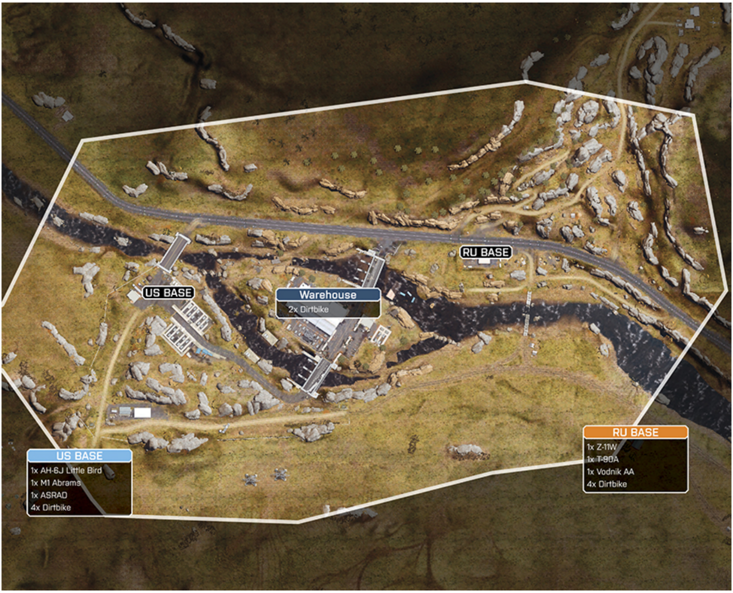
Capture the Flag



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During Capture the Flag on Operation Riverside, the map nearly resembles its Conquest counterpart. The only exception is that the US team deploys from the Outpost, with their flag being to the north of the Outpost, due west of the Power Station. The RU team, on the other hand, deploys near the Woods and their flag is located slightly south, at the Gas Station. This map offers plenty of opportunities to flank the enemy and effectively get the drop on them. Instead of an entire team capturing their enemy's flag through brute force and speed, a squad and an anti-aircraft vehicle—preferably the ASRAD or Vodnik AA—should remain at their respective flags to stave off any threat posed by the opposing team's helicopter. While the bridge to the northwest of the map can be used as a thoroughfare between the two bases, it is likely to be loaded with mines. The same might be true of the road that connects the Warehouse with the Power Station. In this case, the best option would be to negotiate the river by dirtbike, as these swift vehicles can negotiate the riverbank terrain with ease. Aside from the vehicles provided at each of the team's respective bases, there are also two dirtbikes located on the east side of the Warehouse, which is conveniently centralized on the map.

US Base

Positioned in the southwest end of the map, the US team's flag is slightly west of the Power Station. This position is open to attack from four fronts, the bridge northwest of the flag, the riverbank to the north that provides a ramp for escape, the road that runs east of the Power Station and through the Warehouse area, and the road south that passes by the Outpost and runs east along the southern edge of the map and leads to a fallen bridge that can be used to cross to and from the Gas Station to the north. Given the accessibility of these points, they are best guarded through the use of explosives such as mines or claymores, which due to their proximity detonators do not require direct monitoring. All of these points can also be used to attack the RU base located at the Gas Station, but the best method would be the roads that run east and south from the US base. Both of these can access the riverbank immediately south of the Gas Station, and from this point, can approach the RU flag before the opposing team knows what hit them.

RU Base

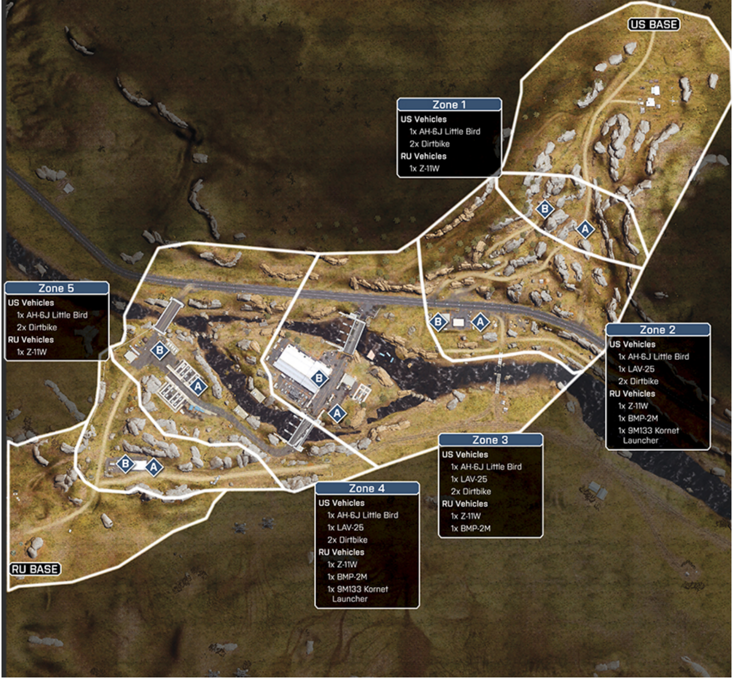
THIGER OIL CORP

THIGER OIL CORP.
THIGER OIL CORP.

Deploying from the northwest near the Woods, the RU team's flag is situated at the Gas Station. While more exposed to attack than the US base to the southwest, the hills north of the Gas Station provide ample opportunity to monitor the flag and the surrounding area for potential attackers. One of the best opportunities for a trap would be to place C4 on the gas pumps. When an enemy or their vehicle approaches the flag, detonating the charge will result in a large explosion, clearing the flag area of hostiles. When making an attack on the US flag, be sure to make use of the dirtbikes to cross the fallen bridge to the southeast, as the connecting road provides an opportunity to approach the US flag from the blind side to the south. Avoid passing through the Warehouse area, as this is likely to be a clinch point that will be rife with resistance. The same can be said of the road running west from the Gas Station, which should be patrolled to stave off heavy armored vehicles as they attempt their approach from this route.

Rush

The Rush battle on Operation Riverside begins with a heated battle in the hills to the northwest. The varied terrain and flanking opportunities presented on this map ensure that both teams are in for a fierce battle, as they fight to gain inches across this sprawling landscape. Each team will retain access to a scout helicopter throughout the course of the battle, and efficient use of these aircraft can quickly turn the tide. Throughout the conflict, the RU team will be limited in their vehicle resources, a fact that the US team is sure to exploit. Given the terrain, the RU team can exploit the hillsides to gain an advantage, but once again, they will have to ensure that their helicopter keeps an eye on the location of the US team's vehicles. Both teams can benefit from engineers that are well-versed in the use of anti-aircraft rockets to keep the sky clear of prying eyes that can alert the enemy to their positions.



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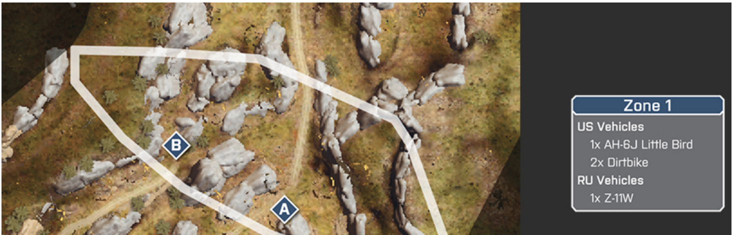
Zone 1: Woods



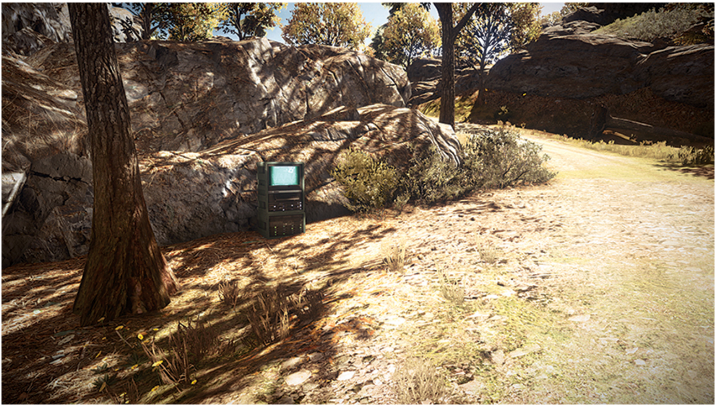
US Deployment

From the moment of deployment, the US team has an immediate advantage. Located uphill and northeast of the RU team with two dirtbikes, the US team can quickly proceed south and capture the two M-COMs that are located among the wooded hillside. By this time, the AH-6J Little Bird should be in the air to hold back RU soldiers that are attempting their hike uphill to guard the M-COMs. The speed of the dirtbikes means that a passenger can be dropped off at the M-COMs to secure them, while the dirtbike continues downhill to approach from behind the RU soldiers that are encroaching upon the M-COM sites. The US team should take note that the RU forces will be deploying closer to the position of M-COM Station A and are likely to meet heavier resistance at this location. Attacking M-COM Station B first will splinter the RU forces, though, as they will be dividing their forces to manage the onslaught. Use this opportunity to bombard the hillside with the AH-6J Little Bird and force the RU team to take cover under suppression.

RU Deployment

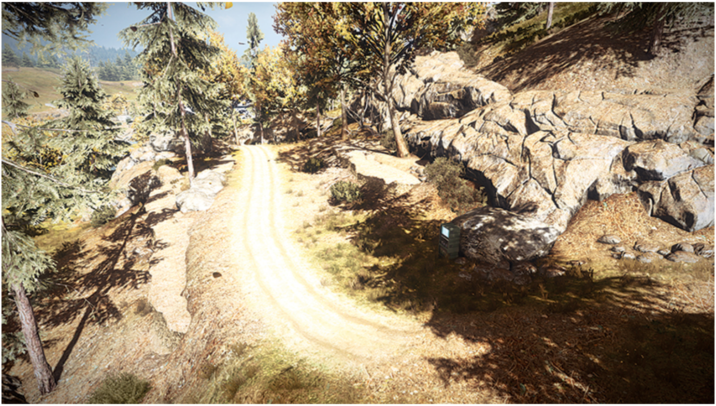
From the onset of the battle, the RU team is at a disadvantage. The only deployment vehicles afforded the team at this stage in the battle is the Z-11W, which deploys from the southwest corner of the map. Although the deployment site is near the M-COM stations, the team would benefit from focusing its infantry units on M-COM Station A, placing mines or claymores early on to provide defense to the site. Once the Z-11W is within range, the helicopter should focus its attention on protecting M-COM Station B, which is slightly northwest of M-COM Station A. The helicopter should be focusing its fire on M-COM Station B to suppress enemy units that are attempting to destroy it. Now, while this is going on, the RU team should make its engineers take down the US team's helicopter and clear the sky for their Z-11W to police the area. While it's risky to focus all of the infantry's attention on M-COM Station A, remember that only one M-COM is needed to hold back the enemy, and it's not worth having the team spread thin between both objectives and possibly overwhelmed this early in the round.

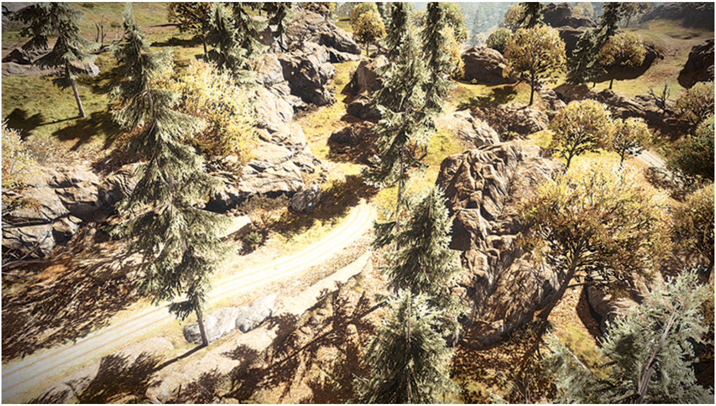
M-COM Station A

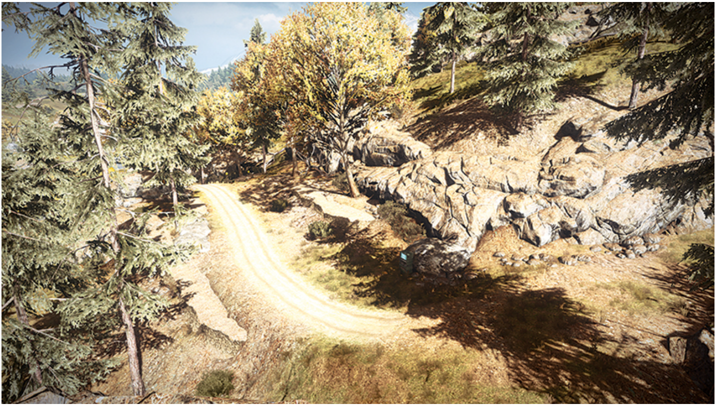


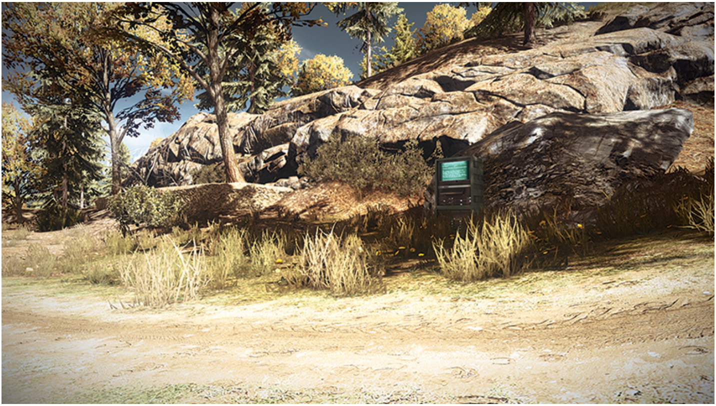
M-COM Station A is located in the Woods alongside the east path. This area is heavily concealed by trees, making it difficult to see from the air. US attackers will be likely to attack this station first though, considering that it is a straight shot from their deployment. Given the lack of cover to both teams, the RU defenders will benefit from taking elevated positions atop the rocks that flank this area, as well as make use of claymores to control the site and destroy the hopes of any would–be attackers that enter the area. With this in mind, the US team should not be careless in approaching this area, as it becomes a killing field that strips away tickets quickly.

M-COM Station B



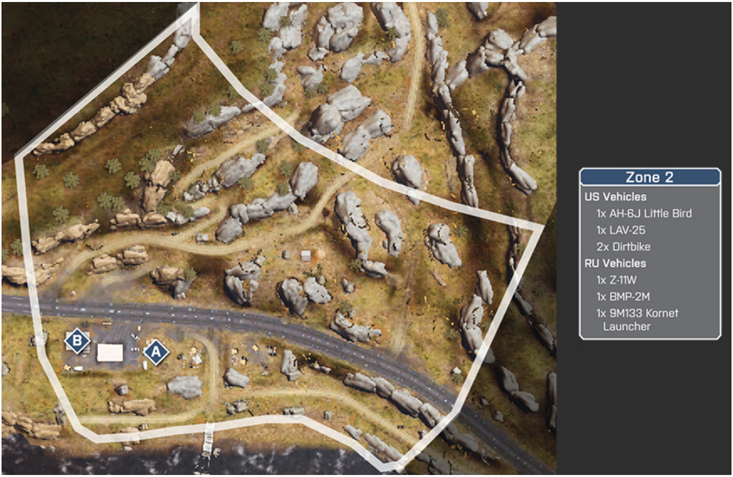






M-COM Station B is located northwest of M-COM Station A. Both teams can benefit by allowing an experienced helicopter pilot to patrol and monitor the road on which M-COM Station B is situated for hostiles. Considering the slight uphill climb to access the area, RU defenders will be accessing this area from the southwest. This can be dangerous for US attackers that are attempting to plant a charge, as they are left vulnerable to fire at both M-COM Station A and B from these elevated positions. Defenders should make use of grenades and explosives when staving off attacks to this site, as the only option to take cover here is to fall back. For serious attackers though, the AH-6J Little Bird can be a powerful asset for controlling the approach of defenders making their way uphill. T-UGS motion sensors can benefit both teams greatly here, as the rocky hillside can be difficult to monitor via sight lines.

Zone 2: Gas Station



Zone 2

US Vehicles
- 1x AH-6J Little Bird
- 1x LAV-25
- 2x Dirtbike

RU Vehicles
- 1x Z-11W
- 1x BMP-2M
- 1x 9M133 Kornet Launcher

US Deployment

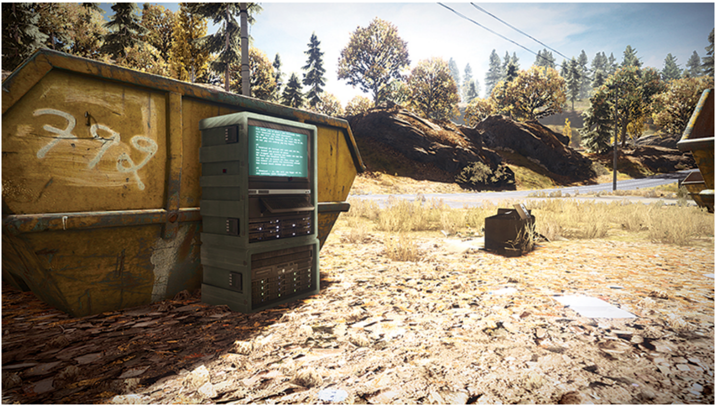
Deploying from the Woods northeast of the Gas Station, the US team should expect heavy resistance as they make their way downhill. Because M-COM Station A is the most exposed, the attackers should position their LAV-25 to the east of the Gas Station to provide suppressive fire for dirtbikes to gain quick access to the area and secure the charge. Expect crafty defenders to attempt to guard the M-COM Stations from the south, as the river provides a direct path to take a position from which to snipe at oncoming attackers that are making their approach from the northern hills. Keeping this in mind, positioning recon soldiers on the hills can provide cover for infantry as they attempt to enter the Gas Station itself and plant the charge on M-COM Station B, which is located inside the Gas Station itself.

RU Deployment

CRAMP
CRAMP

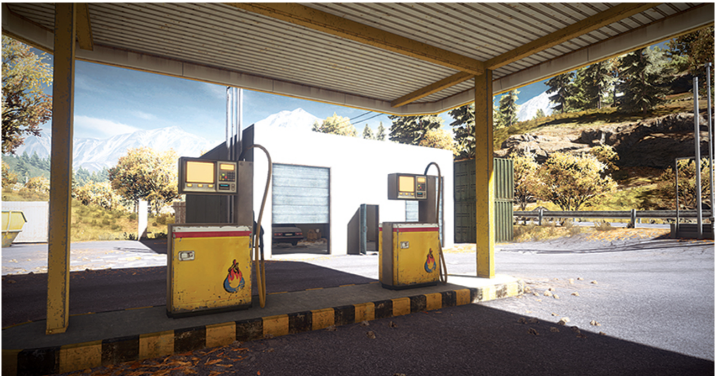
Deploying from the west, the RU team has a chance to defend the M-COM Stations at the Gas Station from the nearby 9M133 Kornet Launcher. While effective against large vehicles, it can also be used to control the hillside that the attackers will be approaching from. Instead of defending the location from the road itself, enter through the south side of the Gas Station and make use of T-UGS motion sensors to monitor activity near M-COM Station A, which is east of the station and exposed. Not only will placing a T-UGS near the M-COM provide coverage of this exposed station, but it will also provide a warning that attackers are attempting to cross the Gas Station pump area to plant a charge on M-COM Station B. Due to its concealment within the building, M-COM Station B can be effectively guarded through the use of claymores; just be sure to plant one near the car inside of the Gas Station to create a larger explosion to kill attackers that may be grouping inside.

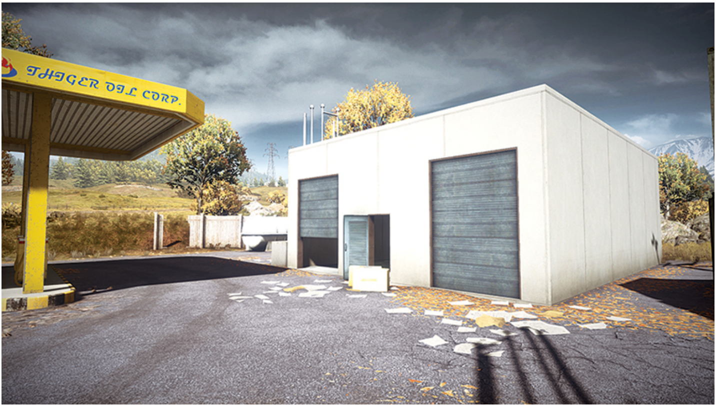
M-COM Station A

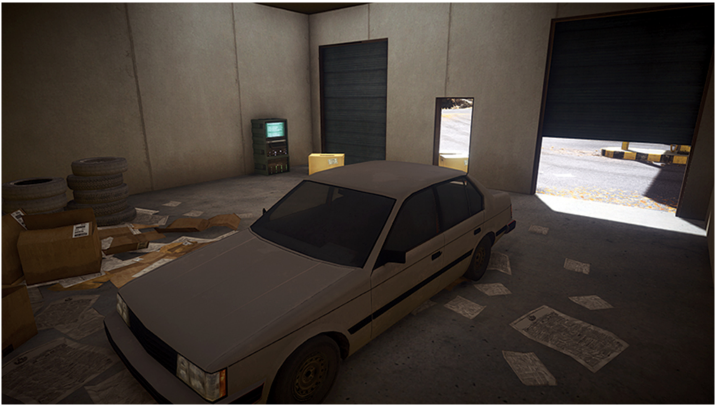


M-COM Station A is located to the east of the Gas Station near a yellow dumpster. This M-COM Station is particularly open to assault given the fencing that conceals it from the Gas Station itself. Attackers should not take it for granted that this will be an easy plant and destroy, though, as the wooden fence providing concealment is likely to be destroyed quickly by the BMP-2M and their own LAV-25 as cannon fire rips through the area. Defenders will benefit from placing a T-UGS motion sensor near the area and approaching from the river to the south. Attackers can effectively clear the area from the rocky hills to the north, as well as spot defenders camping nearby. If the fence has been torn down, defenders can also use the relative safety of the south gas station wall to fire on attackers approaching the area.

M-COM Station B

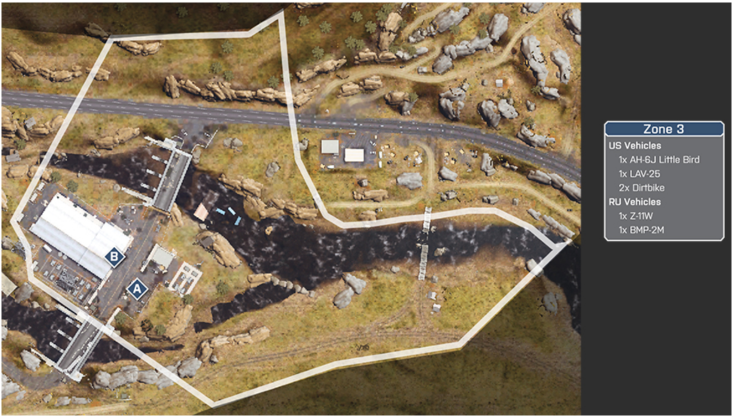




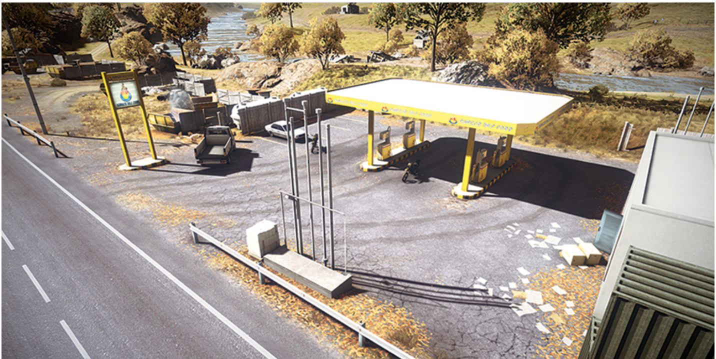


Located inside of the Gas Station, M-COM Station B is a difficult one to attack to say the least. Attackers would benefit from using the LAV-25 to provide suppressive fire on the site as their infantry close in on the building itself. Defenders should expect dirtbike riding attackers to try to attempt to enter the Gas Station building on their vehicle at breakneck speeds. Should attackers attempt brute-force methods like this, placing mines near the entrance to the building can cut these attacks short. Attackers should keep in mind that keeping their LAV-25 on the road will leave it vulnerable to attacks from the 9M133 Kornet Launcher on the north side of the building. To prevent infantry resistance, attackers would be wise to make use of recon soldiers positioned on the rocky hillside to snipe defenders that approach the front side of the building. Defenders should keep this tactic in mind when coming out into the open around the Gas Station.

Zone 3: Warehouse

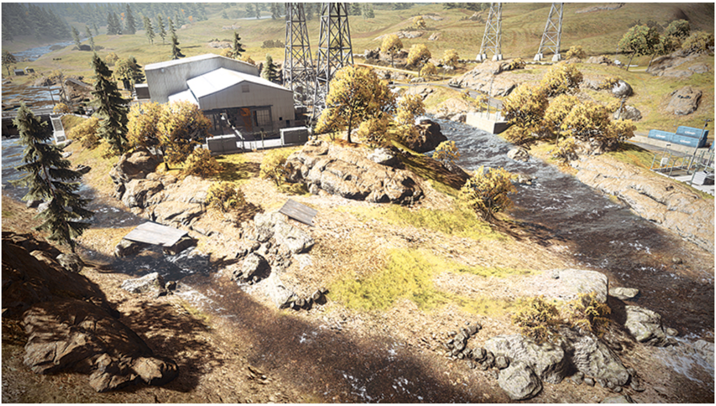


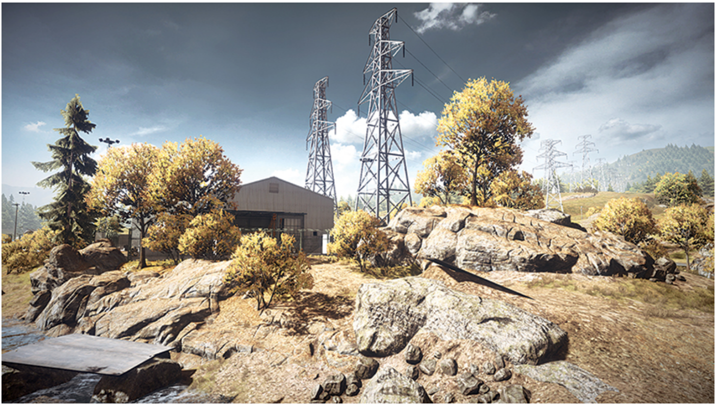
US Deployment

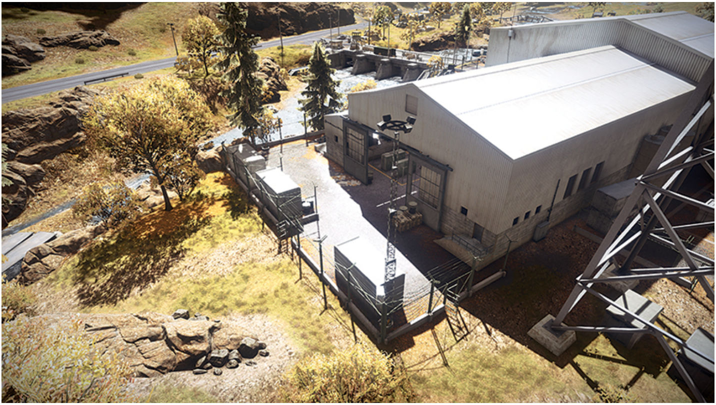


At this stage of the battle, the US team deploys from the Gas Station. The M-COM Stations are located within the gated compound of the Warehouse to the southwest. It is best to allow the LAV-25 to spearhead the attack into the compound, as long as the bridge is not loaded with mines. Infantry units should cross the river and approach from the southern tip of the island the Warehouse is situated upon. Entry from this area provides an opportunity to place a charge on the relatively exposed M-COM Station A, but keep in mind that defenders will be inside the Warehouse near M-COM Station B and will be fiercely guarding the area from afar. Make use of the AH-6J Little Bird to provide suppressive fire through the large Warehouse door to prevent being accosted by defenders while securing this close-quarter-combat-prone area.

RU Deployment

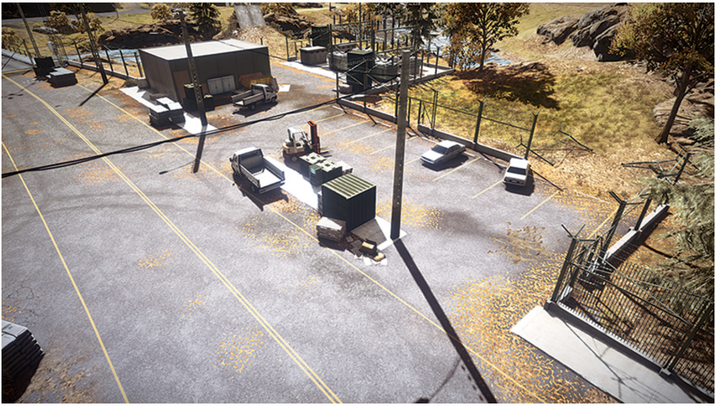






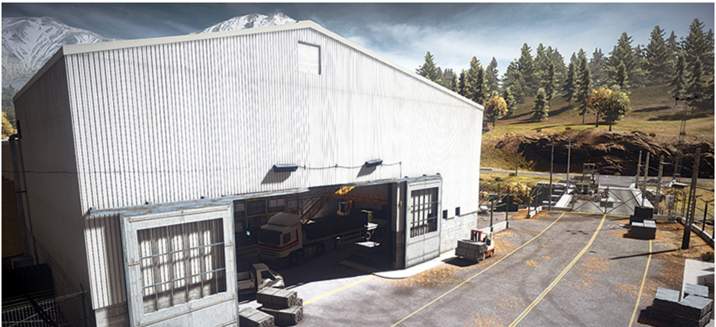
Deploying from the north side of the warehouse, the RU team can be at a slight disadvantage if they do not proceed to the south end of the Warehouse in a timely manner. To quickly establish a presence, the BMP-2M should approach the Warehouse and begin providing suppressive fire from the southern Warehouse gate to ensure that no attackers gain entry to the Warehouse and compromise M-COM Station B. As infantry units make their way through the Warehouse, the Z-11W should enter the airspace and provide cover fire to prevent the enemy from crossing the bridge from the north. Once defenders have made their way to the east side of the Warehouse, infantry should maintain a position from within the building, engaging hostiles as they enter the large hangar area. From this vantage point, M-COM Station A can be protected as well, given its relatively exposed position.

M-COM Station A



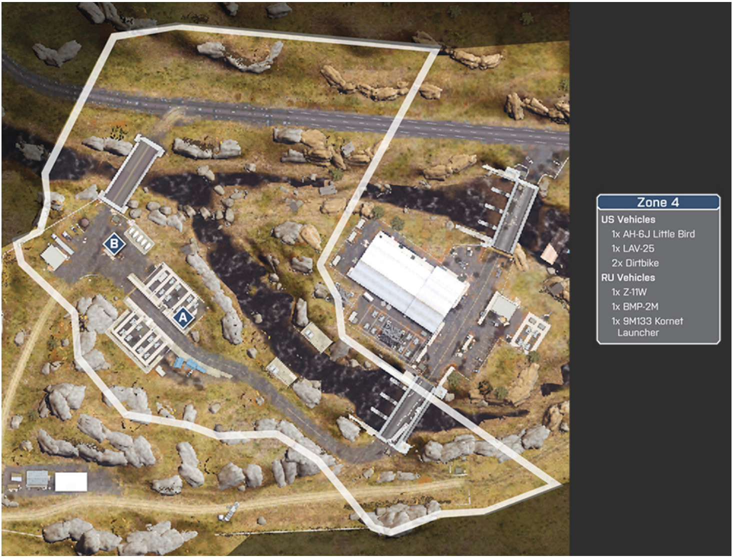
M-COM Station A, located within the lot on the east side of the Warehouse, is relatively exposed—aside from the white truck parked near it. For attackers, this truck provides little to no reprieve from the bombardment they can expect from the defenders' BMP-2M, and infantry are sure to post up within the Warehouse itself. Attackers should approach the M-COM from the south, with squad members providing suppressive fire as one teammate engages in planting the charge on the M-COM itself. Defenders should take advantage of this vulnerable M-COM and pick off attackers as they approach to plant a charge. Critical to defending this station is preventing the enemy IFV from entering the Warehouse lot, as the attackers will be able to use the vehicle as cover to attack the M-COM.

M-COM Station B



Because M-COM Station B is located within the Warehouse hangar it poses a bit of risk for attackers engaging the objective. They should expect heavy resistance from defenders entrenched within the hangar, and expect to be flanked by hostiles that have taken position on the catwalks overlooking the M-COM. Defenders should keep in mind that attackers may try to approach from behind them by making use of the stairs located within the server room to the west. So, should they attempt to take a defensive position on the high ground, planting claymores at the entrances to the hangar along the catwalk is a very useful defensive strategy. For the overzealous attacker, if the LAV-25 can successfully enter the hangar, it can quickly overwhelm the defenders within this small space. Of course, the defenders can also swarm the vulnerable IFV and destroy it through the use of explosives or well–placed mines.

Zone 4: Power Station



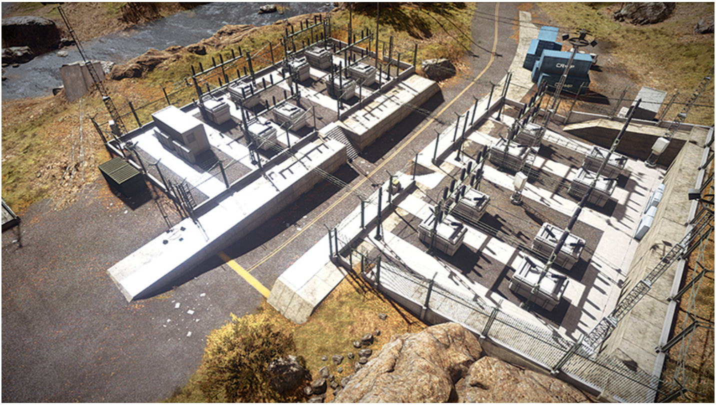
US Deployment

Deploying from the Warehouse, the US team has a straight path that runs through the Power Station and the lot west of it. Both of these areas have an M-COM Station to attack, but expect such a direct approach to be met with heavy resistance. Continuing south from the Warehouse is a road that runs to the west and approaches the M-COMs from the rear. The only downside to this approach is that it runs right through the RU team's deployment area. Dividing the US team's forces to attack directly from the Power Station and sending some to the south can provide the opportunity to sneak up on the RU team by using the rocky hill north of the Outpost area. Once in this elevated position, the RU team will be forced to pull back from the Power Station itself and retreat to the lot where M-COM Station B is or sustain heavy losses. Once M-COM Station A has be successfully destroyed, the US team should focus the attention of the AH-6J Little Bird to policing the area around M-COM Station B, allowing attackers to plant a charge.

RU Deployment

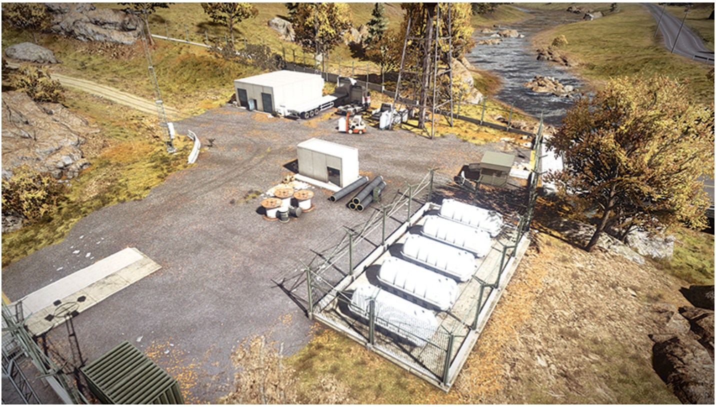
Making their approach south from the Outpost area, the RU team will benefit to have the Z-11W providing cover over the Power Station, where M-COM Station A is located, until infantry can arrive on site. If the attacker's IFV has a chance to break through the Power Station area and approach the lot where M-COM Station B is located, this point of the battle can quickly be handed over to the US team. One benefit that the RU team has here is the BMP-2M, which if positioned near M-COM Station B can provide suppressive fire toward the Power Station and the southern ridge, should the US team attempt to exploit this area and the power transformers here for cover. To raise a successful defense here, the deployment of mines and claymores is definitely necessary to put a stop to the rush of US forces through the Power Station and the road to the south which provides US forces with an opportunity to flank from the Outpost.

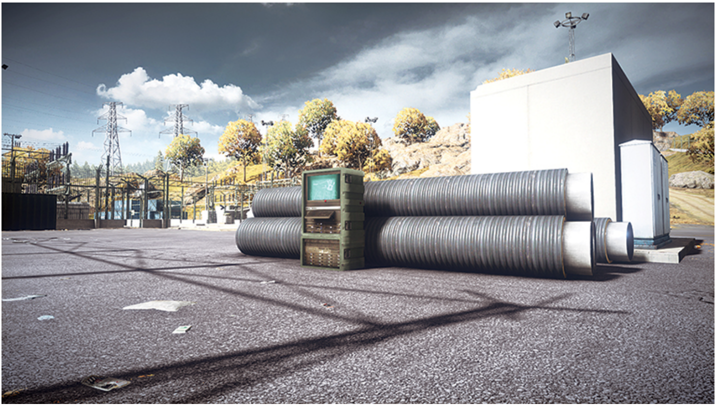
M-COM Station A

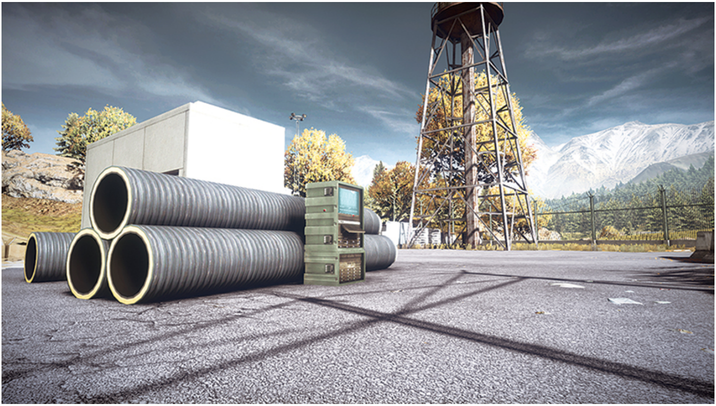


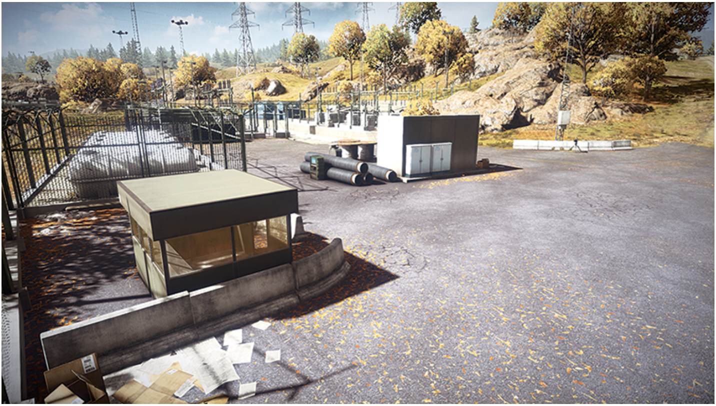
Located on the north side of the Power Station, M-COM Station A is positioned to be attacked from the river and the road leading from the Warehouse. One disadvantage to an IFV crossing through by way of this road is that once within the channel between the two halves of the Power Station, it is difficult to turn around or make a quick escape, leaving any vehicle susceptible to C4 attack or other explosives. Dirtbikes on the other hand, provide the attackers with a swift platform to drop off soldiers and proceed to M-COM Station B, which is to the west of the Power Station. Defenders should focus on taking position on top of the ridge to the south, which provides them with an elevated position to monitor the approach of attackers. Placement of mines on the western end of the Power Station is useful in preventing any kind of vehicle from safely proceeding through the narrow channel as well. Attackers also can make an easy path by breaking through the chain link on the east side of the Power Station, as opposed to entering the channel and making their way up the stairway, which is particularly vulnerable to sniper fire.

M-COM Station B



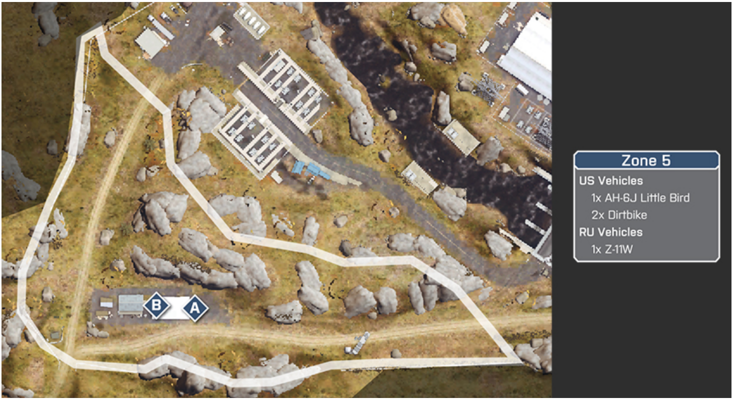






M-COM Station B, positioned due west of the Power Station, is relatively exposed near some large pipes and a small building. Attackers, while able to approach the site from the east, will find less resistance when approaching from the north via the river. Defenders should make use of the Z-11W to patrol the bridge to the northwest and the river, as these areas are particularly vulnerable to a dirtbike assault. One tactic that defenders could implement is to use the BMP-2M to destroy the nearby building and prevent cover for enemies that approach the site, but this also eliminates the cover for allies as well. Defenders can also use the ridge to the south as a position for snipers to maintain a sight line to the objective, spotting attackers for their team as they approach the M-COM.

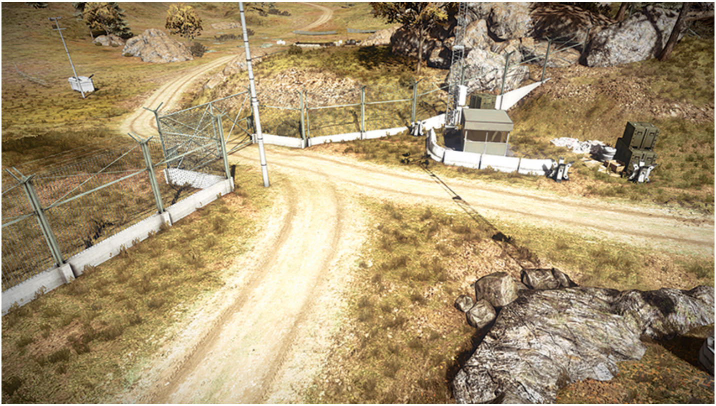
Zone 5: Outpost



US Deployment

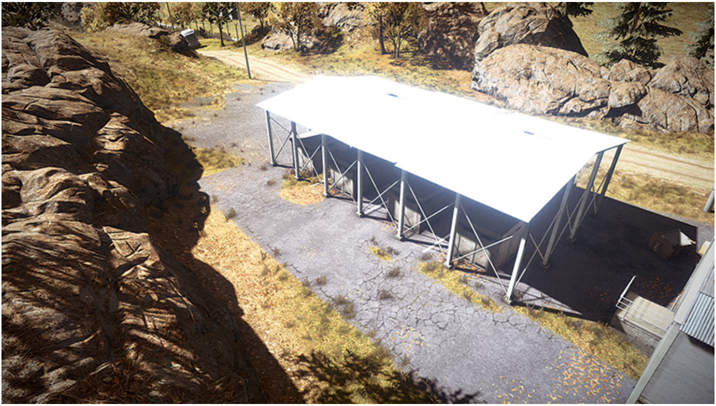
Deploying from the Power Station, this last stage of the battle can be won by overwhelming the enemy through the road running south to the Outpost, but at the risk of a high amount of casualties that will deplete tickets quickly. While this is an effective tactic against an RU team with lack of experience, expect a more skilled team to maintain a strong defense at this point in the battle. The AH-6J Little Bird should be used to eliminate any threats that take position along the ridge south of the deployment area, clearing the path for an assault by way of this ridge. Another point of attack should be the road that runs south from the Warehouse. Although a bit of doubling-back is needed to access this road, dirtbikes can quickly make it to this point and engage the enemy from the east, where they likely have turned a blind eye.

RU Deployment



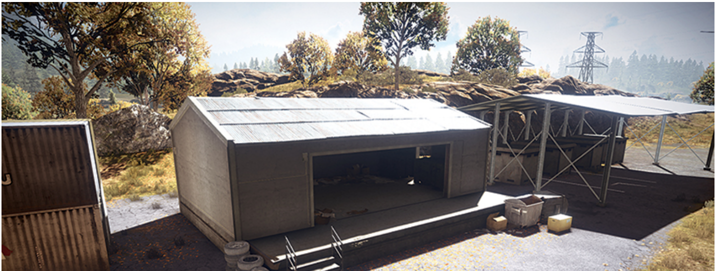
At this point of the battle, holding back the attackers at all costs is imperative. With the M-COM Stations positioned relatively close to each other, guarding them is easily accomplished by making use of the Z-11W, which can maintain distance while gunning down any opposition that approaches the objectives. Without an IFV, though, the battle will be held by infantry units. Early placement of claymores near the objectives can help push back forces that approach them as well. Defenders should be careful to watch the ridge to the north of the Outpost as well as the road to the east, should enemy units attempt to get the jump on them. The first M-COM to be attacked will likely be M-COM Station B, given its position inside the Outpost building, which can be approached from the north relatively undetected. Be sure that this area is fortified with claymores to prevent an unwelcome surprise, should an attacking squad take hold here.

M-COM Station A



Located between containers under an aluminum shelter, M-COM Station A is particularly vulnerable to attack from the east by way of the road. Attackers looking to gain the advantage by taking this approach should be aware of the position of the RU team's helicopter, which can easily observe them and pose an immediate threat given the area's exposure. Defenders can effectively protect the site through the use of claymores near the station, as attackers approaching the station to arm a charge will be under heavy fire when doing so. The greatest danger to the defending team here is attackers that are making their approach by way of the ridge to the north, as they will be concealed by the large building to the west and the containers around where the M-COM Station is positioned. One good tactic that attackers can use here is to be dropped off by a dirtbike as the driver continues onward, as most defenders are likely to not notice the dropped of passenger and will attempt to stop the dirtbike itself.

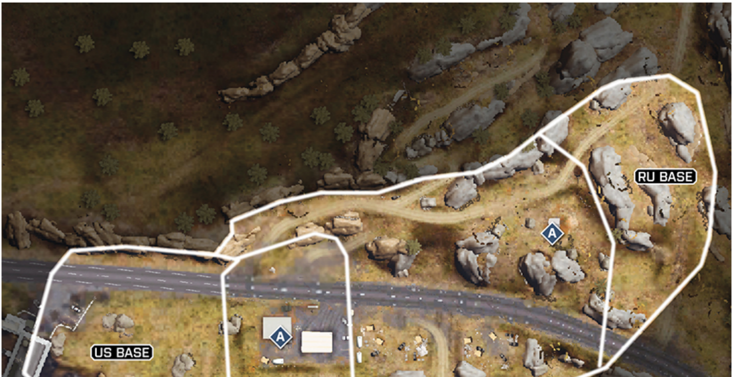
M-COM Station B



Set within the building at the Outpost, M-COM Station B is not an easily accessible objective. For attackers, the difficulty in approaching this objective will be that although the north side of the building offers cover but if approaching the door on the east side, they can expect defenders to be on guard inside of the structure. Attackers looking to enter the building to plant a charge would be wise to use grenades to clear the room prior to entry, as well as making use of the AH-6J Little Bird to provide cover fire as squads attempt to attack the objective. Defenders should make use of the tight quarters where the M-COM is housed by using claymores, as well as grenades to defend the objective without having to engage in a direct firefight. Another advantage that defenders can make use of is the rocky ridge to the south of the outpost, where snipers can effectively cover the M-COM Station, making the attackers' approach difficult.

Squad Rush

Taking place at the Gas Station and the Woods north of there, this Squad Rush battle will test both teams' abilities to flank and control the area surrounding the objectives, which are exposed to attack within both zones of conflict. Defenders will benefit from making use of claymores to guard the objectives, and implementing T-UGS sensors to warn of attackers that may be attempting to flank their position. During the first phase of this battle, attackers will find it useful to implement a MAV to oversee the combat area while they approach the objective from multiple angles, thereby spreading the defenders thin in the process.



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Zone 1

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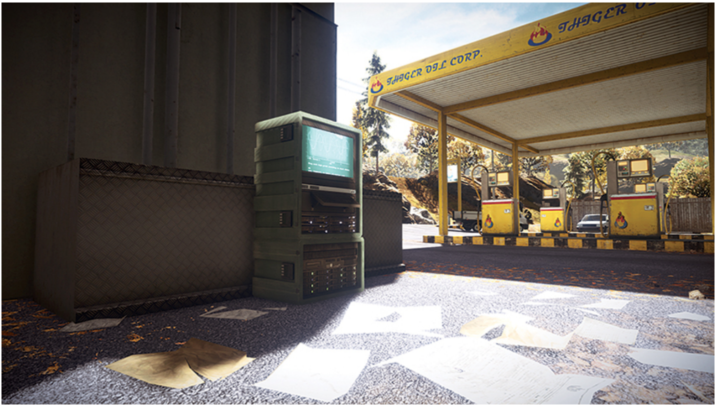
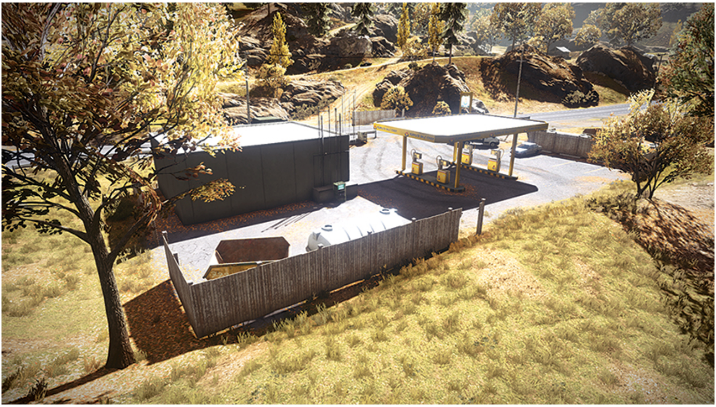
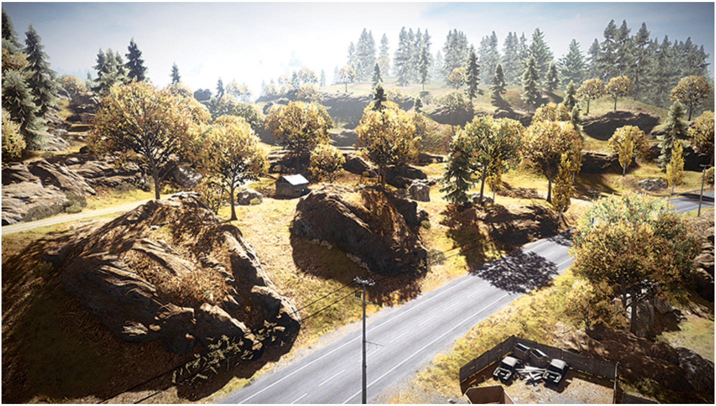




Positioned on the south side of the Gas Station, the first objective is in the open and exposed. This makes successful planting of a charge difficult for attackers that expect to simply run up to it. Defenders will be camping on the rocky hill to the southwest, picking off attackers as they approach. Deployment of a MAV can be helpful to both teams here, as an overview of the objective is useful, considering the area's relatively open terrain. When attacking, approach from the west side of the building and the south fence line, because an approach from the north will be met with resistance from the defenders that deploy to the east and take position atop the hills to the north. Defenders should take advantage of the position of the M-COM Station and fire upon attackers from the east fence line, which provides an ideal sight line for picking off attackers attempting to arm the objective.

Zone 2



Nestled against a wooden shack on the hillside north of the Gas Station, attackers approaching the objective from the road should expect heavy resistance from defenders that have taken positions in the hills. When attacking, attempts on the objective should be made by proceeding uphill west of the objective and then moving south to descend upon the objective. Defenders looking to hold back the attacking squad would benefit by taking position atop the rocky ledge to the southwest of the objective and sniping attackers as they approach it. If the attacking team does successfully make their way north and attack the objective from this angle, defenders should expect an uphill battle as they attempt to reclaim control of the hill. Deployment of a MAV can prevent this from happening because it would allow an overview of attacker positions.

Air Superiority

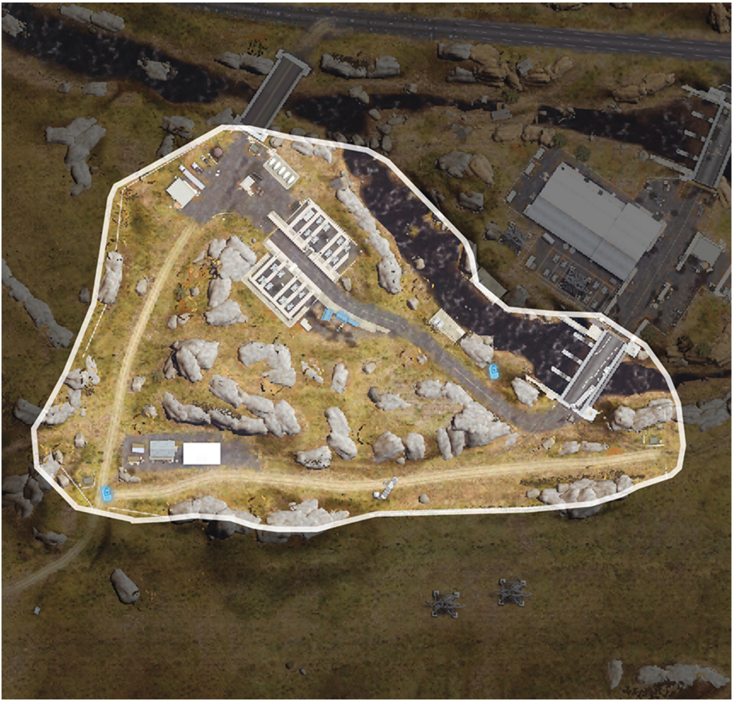
In this game mode, the action takes place in the skies over Operation Riverside. With both teams only able to deploy into aircraft already in flight, as well as being unable to eject from the aircraft, combat will never take place on the ground. Thus, making use of the fire extinguisher can prevent undue deaths by repairing the craft while in the air. If you opt to not equip a fire extinguisher, expect to have difficulty staying airborne. These battles center around the capture of control points that are in the form of white airships aloft within the skies at differing elevations. Successful combat will involve the team working as a unit, providing air cover for one another. To assist in covering the backs of your fellow airmen, your loadout should include air radar, which aids in the monitoring of enemy positions, including those that may be approaching from the rear. Instead of trying to hold all three of the control points, an efficient strategy is to focus on two of the control points as a team. This is all that is needed to ensure victory and, at the same time, will prevent units from being spread too thin, where they can be picked off with ease.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

In this game mode, the combat is situated around the Power Station and the Outpost area to the southwest. At random locations, a single BMP-2M deploys into the combat area. This vehicle is well suited to patrol through the lot west of the Power Station and the Outpost area, but it is especially vulnerable to attack when passing through the Power Station itself. The high walls that flank the road through the Power Station mean that the IFV cannot turn easily between them. This Power Station provides plenty of opportunity for close-quarters battles, but the labyrinth of power transformers here also means that being trapped by multiple hostiles is a possibility. If your squad is having difficulty capitalizing on these intense firefights, taking position along the ridge north of the Outpost can give a high-ground advantage on enemies as they pass to and from the Power Station. Don't forget to place mines at the entrance to the Power Station as well, since an enemy speeding through the combat zone in an IFV can pose a particularly real threat to your land-based squad.



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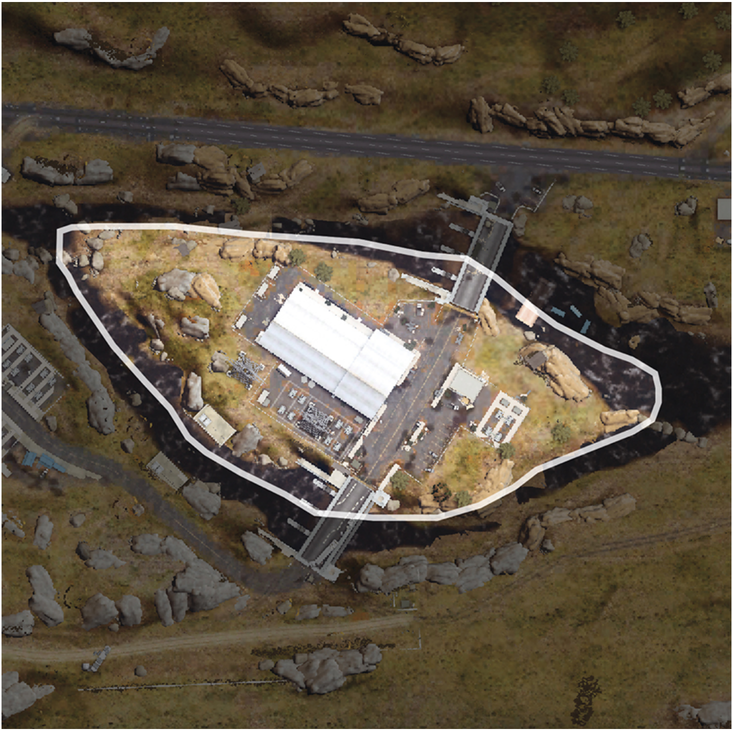
Team Deathmatch

Like its counterpart, Team Deathmatch focuses its frantic combat to the confines of a small area of the map. This area is located within and immediately surrounding the Warehouse. While the area outside of the Warehouse is a likely place to catch stray soldiers in your sights as they run to and fro, the principal area of combat will be the west side of the Warehouse interior. With its multiple catwalks and server racks, it features plenty of opportunities to be concealed and get the jump on the enemy. Just be sure to keep an eye on the catwalks when making your way through the building's interior, as most hostiles will be using this vantage point as a sniper perch. Dropping a T-UGS motion sensor near one of the server racks will help to detect enemies as they pass through the building as well, so don't be stingy in deploying them. This server room has five possible entrances, with two of them being tight doorways on the north wall. These doorways, due to their placement, can be monitored from the catwalk and can be rigged with explosives to provide cover. One of the entrances is a large hangar door to the west, as well as a doorway to the east side of the Warehouse. The last of these is a doorway that accesses the catwalk from the east side of the building. This is the safest path to enter the server room from, as it is the least direct and gives you the advantage of surveying the room prior to entry.



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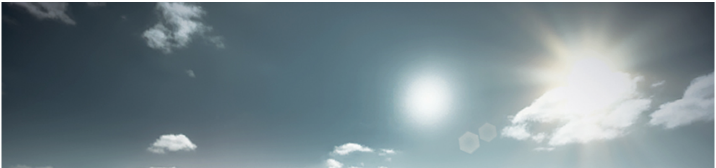
End Game Battlefields

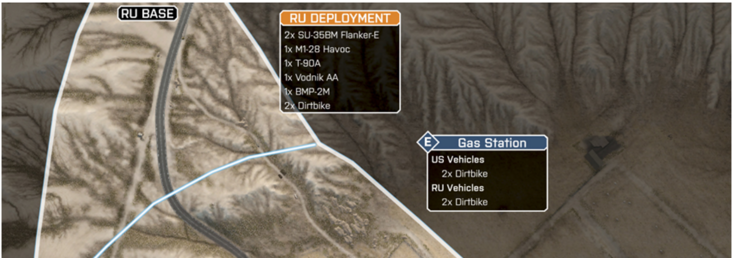
Nebandan Flats

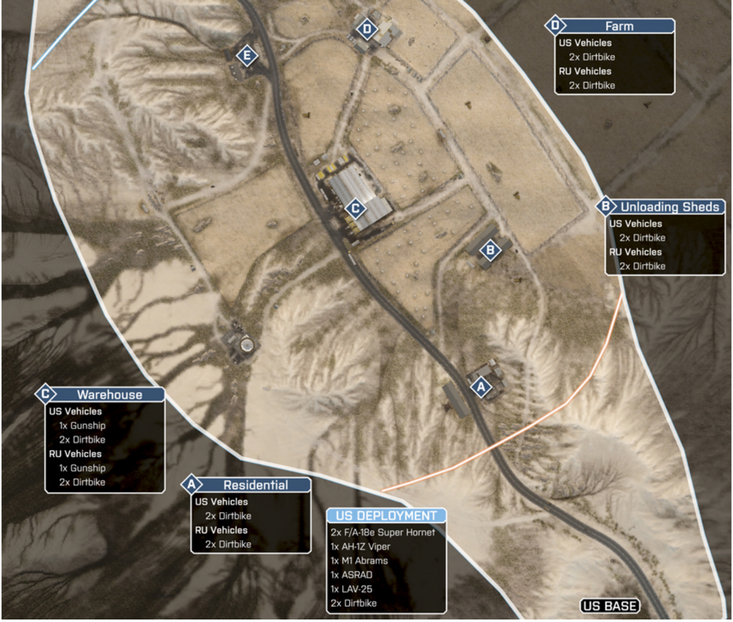


دستگاه
MAKING SURE IT'S OPERATIONAL

Ecological Fertilizer
VN

Conquest





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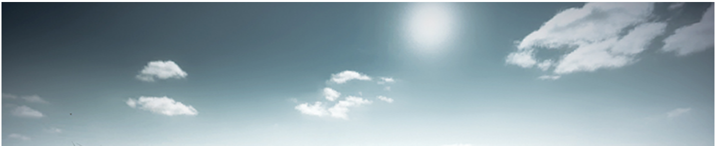
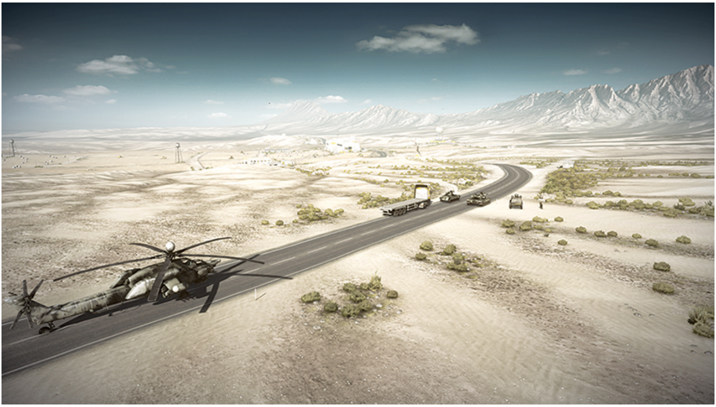
The Nebandan Flats are dusty windswept plains that have recently peaked the interest of a large agricultural firm. With methods of desert farming proving successful in other dry climates such as those present in Australia, Israel, and California's Imperial Valley, desert farming can be a lucrative investment for regions that lack exportable goods. Of course, this is only a cover story to conceal the much more lucrative business of the supply and storage of weapons within the warehouse located on the plot of land where the farming operation is taking place. Two opposing forces will engage each other on this desolate landscape—with the victor reaping the spoils. Five control points are contested during this game mode. The US team makes their approach from the southeast, and they will quickly have control of the Residential (A) control point and the Unloading Sheds (B) to the northeast. The RU team enters the fray from the northwest, and therefore the Gas Station (E) and the Farm (D) east of it will quickly be under the control of the RU team. At this point, the battle will turn to the Warehouse (C) which is central on the map. The flag is positioned inside of the Warehouse (C), and combination of the building's multitiered interior and the multitude of shipping containers stored within result in vicious close-quarters combat when engaging the enemy. Because the interior is as confined as it is, teams should focus on entering from multiple sides of the Warehouse (C) to overpower and flush out any hostiles that may be within.

US Base



Deploying from the southeast end of the map, the US team can quickly secure the Residential (A) control point and Unloading Sheds (B). From here, the team can advance to the Warehouse (C) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (C) at this time, a good strategy is to maintain a presence at the Unloading Sheds (B) to protect the area south, then proceed to and capture the Farm (D) instead of the Warehouse (C). Once the Farm (D) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (C) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (B) and capture the Warehouse (C), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (D). Through most of the battle, the Gas Station (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

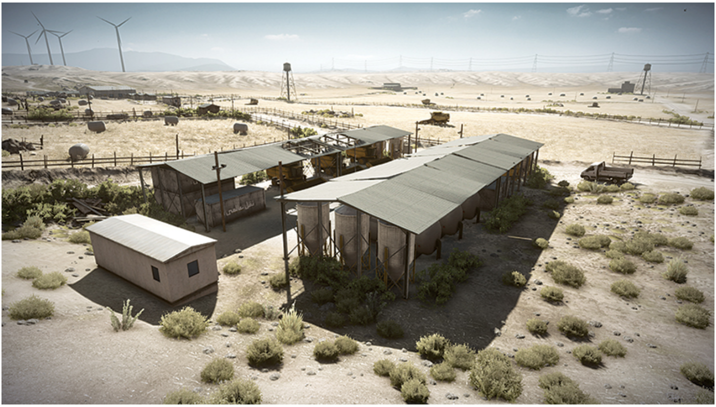


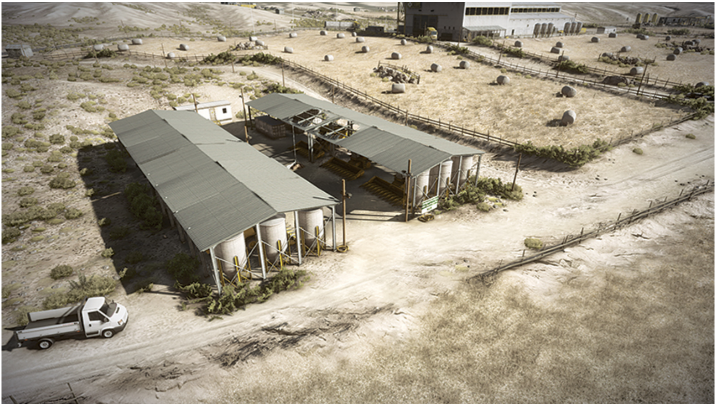
With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (E), with the Farm (D) to follow soon after. Both of these points are equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad climbs to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. Should the RU team as a whole attempt to capture the Unloading Sheds (B) or the Residential (A), expect US forces to attempt to capitalize on the move south to flank and gain control of the Warehouse (C). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

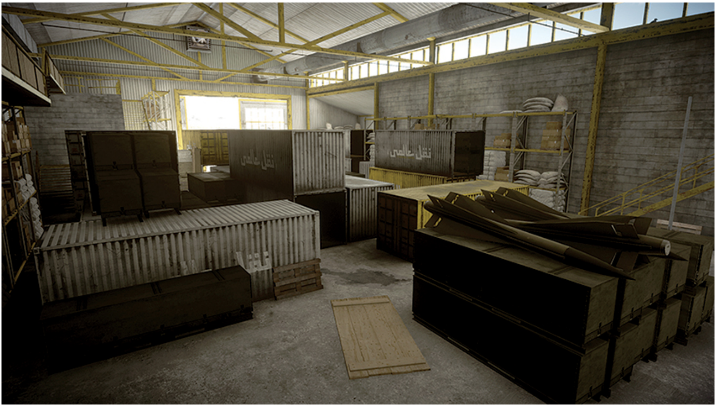
Unloading Sheds





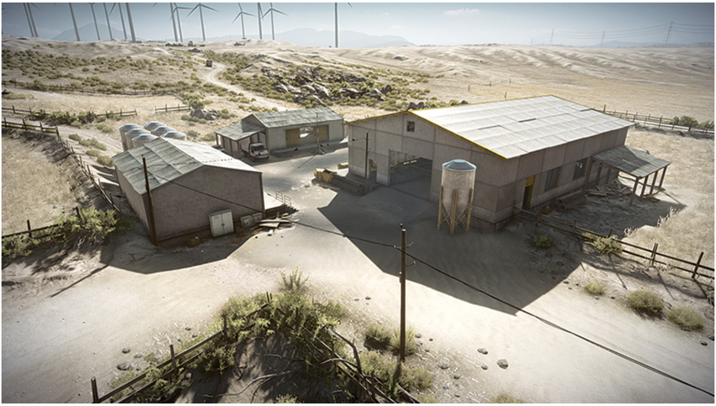
The Unloading Sheds (B) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (C) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (C), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

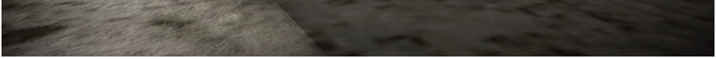
Warehouse



The most contested point in the battle, the Warehouse (C) is a large central structure surrounded by open fields. The flag itself is located inside the building, in a large room that houses shipping containers. Considering that the Warehouse is accessible via the two large hangar doors on the building's north and south sides, as well as by a small doorway near the ladder on the east side, the best place to be within the flag space is on the catwalks overlooking the shipping containers. These catwalks provide an opportunity to observe any hostiles that may be entering from the large hangar door to the north and the small doorway to the east. But hanging out in here too long could prove fatal, as routes of escape can be easily cut off. Another option to monitor activity inside of the Warehouse (C) is through the yellow windows on the roof. These windows can be observed by climbing the ladder on the building's east side, and they give a view of the interior. Another advantage of climbing onto the roof is that troops can ascend to the highest level of the roof by using a second and third ladder, which results in a bird's-eye view of all directions surrounding the Warehouse (C).

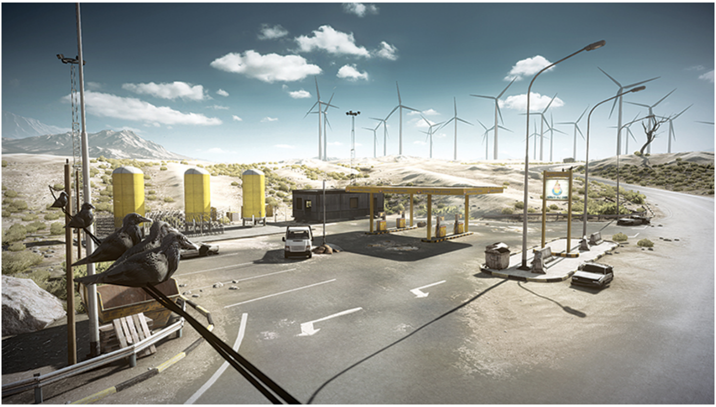
Farm

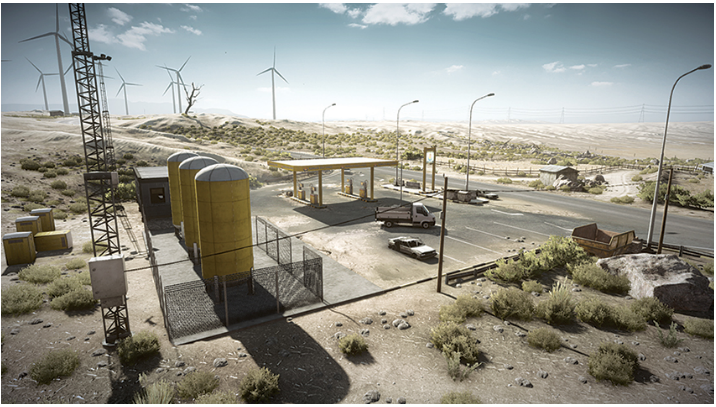


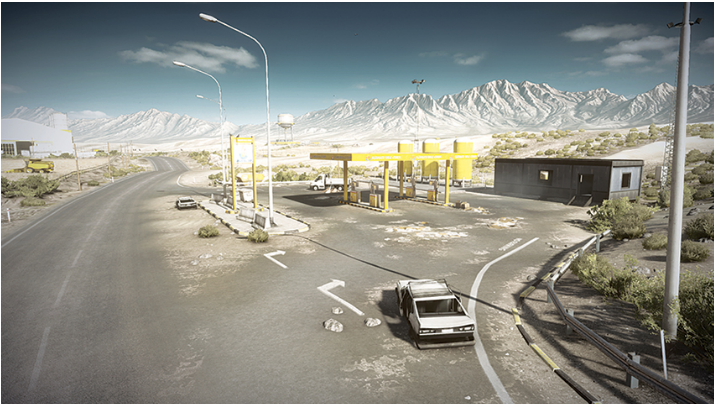


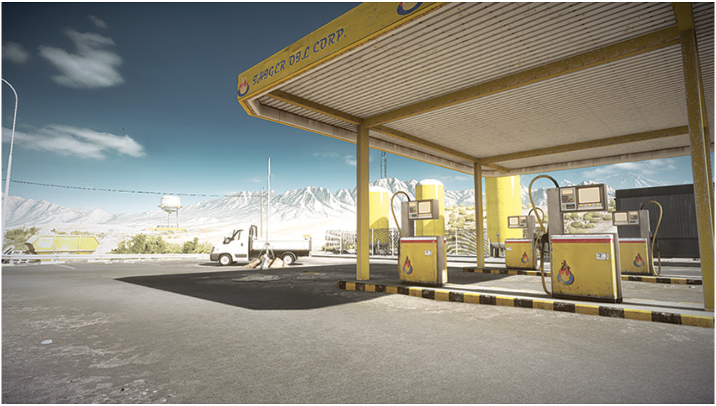
Located on the north side of the map and east of the Gas Station, the Farm (D) is a dilapidated stable flanked by two carports and a makeshift office building. The flag is between these buildings, so capturing it can be precarious. The stables allow for ambushing any enemy soldiers that are attempting to capture the flag, as there are entrances on each side of the building as well as windows on the north and south sides. Staying inside of the stables can be dangerous, though, as there is little cover from enemy fire aside from the cattle carcasses inside. Given the Farm's proximity to the RU team's deployment, they most likely will capture this point early on in the match. However, they are likely to move on due to its distance from other control points. This is the opportunity for the US team to advance and capture the point as their own. Note that the point is accessible from the north and the south by larger vehicles, but if there are mines in place, this can put these large and awkward vehicles in peril. Instead of rushing the point with these larger vehicles, teams should allow dirtbikes to enter the capture area, while providing heavy armored support from afar.

Gas Station



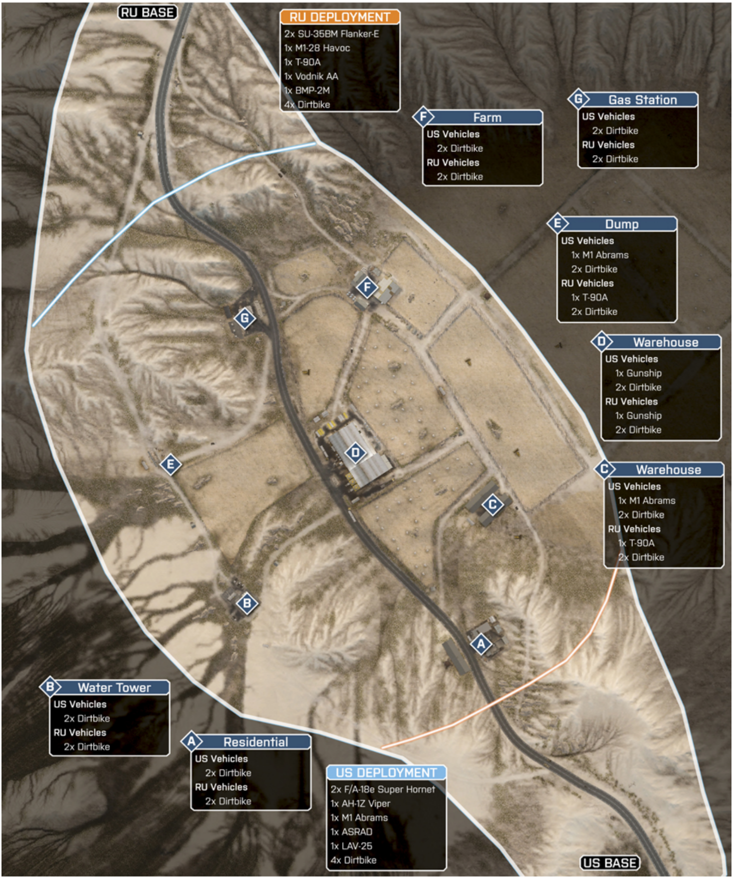






The Gas Station (E) is located to the northwest of the Warehouse (C) and because it is so close to the RU team's deployment, will be held by them early on. The flag is positioned near a white truck parked near the gas pumps. Although the team might hesitate when approaching because of possible occupants of the white office building on site, the real danger is that it is possible for enemies to be on the west side of the building and go prone to observe the gas pumps. Lying prone on the west side of the building is ideal for lying in wait until the enemy attempts to capture the control point, as you will see your enemy before they ever see you. The position of the Gas Station (E) on the map, centralized in the north, allows for a spawn point that can easily access southern control points such as the Warehouse (C), as it is set upon the road that cuts through the map. The road provides a quick escape route as well, should the need arise.

Conquest 64



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The Conquest 64 version of Nebandan Flats expands the map territory to include two additional control points to the west. These are the Water Tower (B) to the southwest and the Dump (E) to the northwest. The addition of these points shifts the balance to the favor of the RU team, as the north end of the map has the Dump (E), Farm (F), and Gas Station (G) in close proximity to one another, which provides a quick deployment to the Warehouse (D) from these spawn points. That's not to say that the US team was left without a bonus though, as the Water Tower (B), which is west of Warehouse (D), provides a lookout point over the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A), should a recon class soldier be airdropped onto the balcony surrounding the Water Tower (B). Given the increased size of this map, be sure to make use of the dirtbikes, as well as other vehicles when traversing the arid landscape to quickly get the jump on control points before the enemy has a chance to do so.

US Base

Deploying from the southeast end of the map, the US team is able to quickly secure the Residential (A) control point and Unloading Sheds (C). From here, the team can advance to the Warehouse (D) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (D) at this time, a good strategy is to maintain a presence at the Water Tower (B) to protect the area south, then proceed to and capture the Farm (F) instead of the Warehouse (C). Once the Farm (F) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (D) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (C) and capture the Warehouse (D), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (F). Through most of the battle, the Gas Station (G) and the Dump (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

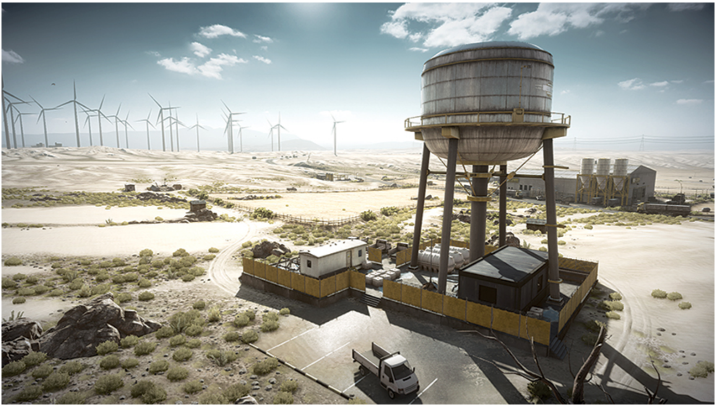
RU Base

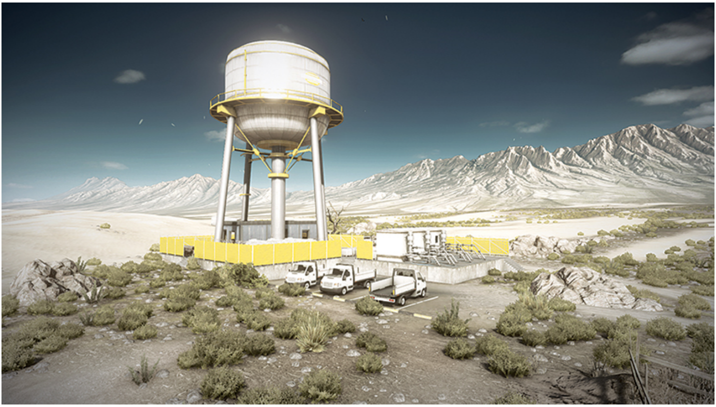
With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (G) and the Farm (F), with the Dump (E) to follow soon after. Both the Gas Station (G) and the Farm (F) are nearly equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad should climb to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. When attempting to acquire the Water Tower (B), Unloading Sheds (C), or the Residential (A), the team should expect US forces to attempt to gain control of the Warehouse (D). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

Water Tower



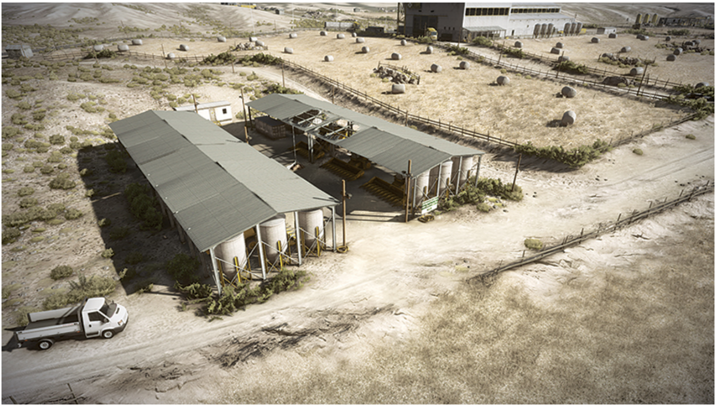


The Water Tower (B) is located west of the Warehouse (D). This tall structure can be seen from most parts of the map west of the Warehouse (D). One strategic advantage to holding this point is gained by airdropping a recon soldier onto the balcony that wraps around the tower. From this vantage point, the soldier can monitor the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A). This can provide an early warning of troop movements around the map and assist in getting the jump on the enemy. The immediate area surrounding the Water Tower (B) is full of cover and prone to units camping in this location. When attempting to capture this unimposing control point from the enemy, be sure to approach indirectly in case enemy soldiers are present.

Unloading Sheds

Ecological Fertilizer

Ecological Fertilizer



The Unloading Sheds (C) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (D) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (D), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

Warehouse

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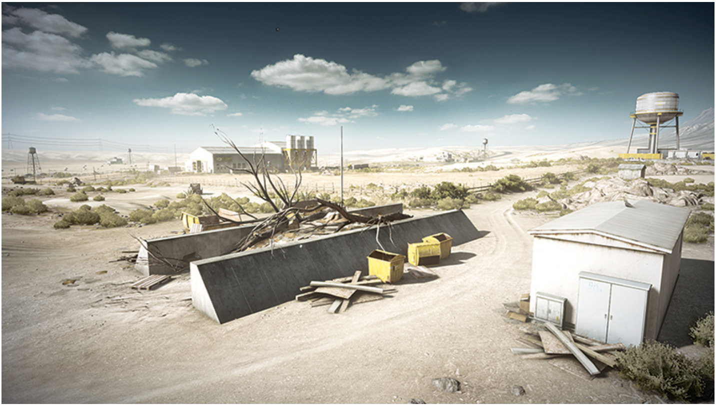
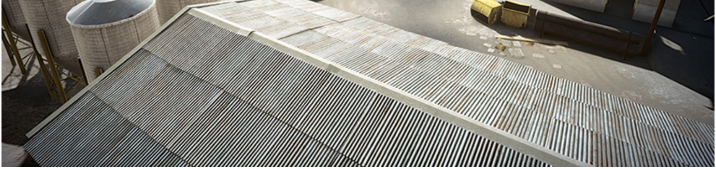
The most contested point in the battle, the Warehouse (D) is a large central structure surrounded by open fields. The flag itself is located inside of the building, in a large room that houses shipping containers. Considering that the Warehouse is accessible via the two large hangar doors located on the building's north and south sides, as well as by a small doorway near the ladder on the east side, the best place to be within the flag space is on the catwalks overlooking the shipping containers. These catwalks provide an opportunity to observe any hostiles that may be entering from the large hangar door to the north and the small doorway to the east. But hanging out in here too long could prove fatal, as routes of escape can be easily cut off. Another option to monitor activity inside the Warehouse (D) is through the yellow windows that are on the roof. These windows can be accessed by climbing the ladder on the building's east side of the building, and they giving a view of the interior of the Warehouse (D). Another advantage of climbing onto the roof is that troops can ascend to the highest level of the roof by using a second and third ladder, which results in a bird's-eye view of all directions surrounding the Warehouse (D).

Dump



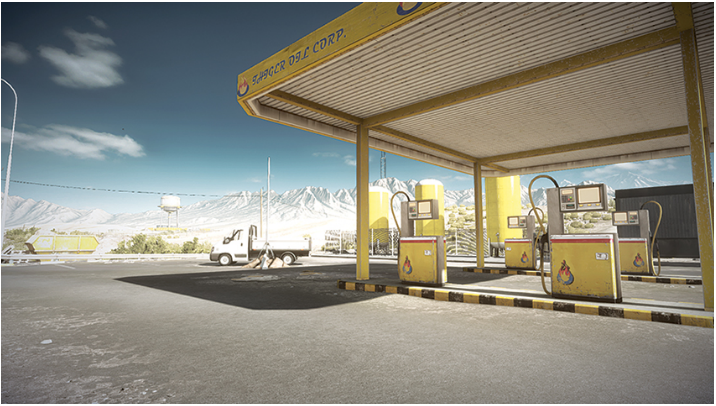
An exposed and seemingly uninteresting patch of land in the northwest corner of the map, the Dump (E) will most likely be held by the RU team early on due to its position due west of the Gas Station (G). Although barren and serving no immediate strategic purpose, this point does spawn a tank for the team that captures it. This tank can be useful to deploy to assault the Warehouse (D) as well as the Water Tower (B), which is immediately south of the Dump (E). This is a point best captured by dirtbike or helicopter, as these vehicles provide the means for a quick escape from the area should enemy forces overpower the squad attempting capture. Aside from the white office, this point has little to no cover if a firefight breaks out here.

Farm



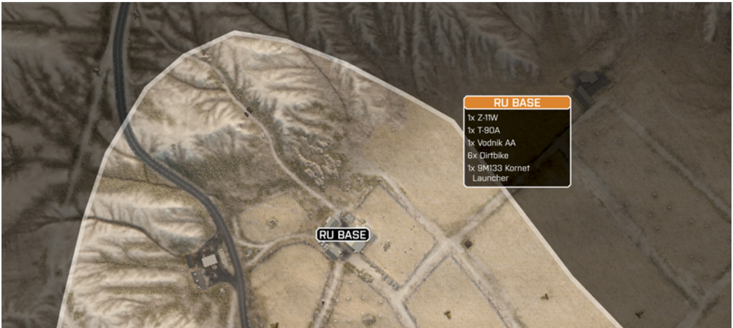
Located on the north side of the map and east of the Gas Station, the Farm (F) is a dilapidated stable flanked by two carports and a makeshift office building. The flag is centralized between these buildings, so capturing it can be precarious. The stables allow for ambushing any enemy soldiers that are attempting to capture the flag, as there are entrances on each side of the building as well as windows on the north and south sides. Staying inside of the stables can be dangerous, though, as there is little cover from enemy fire aside from the cattle carcasses inside. Given the Farm's proximity to the RU team's deployment, they most likely will capture this point early on in the match. However, they are likely to move on due to its distance from other control points. This is the opportunity for the US team to advance and capture the point as their own. Note that the point is accessible from the north and the south by larger vehicles, but if there are mines in place, this can put this large and awkward vehicles in peril. Instead of rushing the point with these larger vehicles, teams should allow dirtbikes to enter the capture area, while providing heavy armored support from afar.

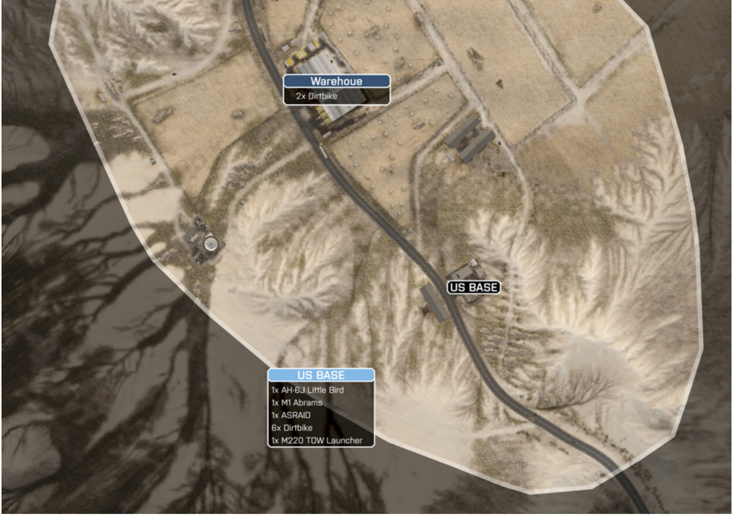
Gas Station



The Gas Station (G) is located to the northwest of the Warehouse (D) and because it is so close to the RU team's deployment, it will be held by them early on. The flag is positioned near a white truck parked near the gas pumps. Although the team might hesitate when approaching because of possible occupants of the white office building on site, the real danger is that it is possible to be on the west side of the building and go prone to observe the gas pumps. Of course, this makes for a good trap using C4 strapped to the gas pumps, which can be triggered once enemies or their vehicles arrive to capture the point. Detonating the gas pumps or the large white propane tanks results in a massive explosion and should be taken into consideration. The position of the Gas Station (G) on the map, centralized in the north, allows for a spawn point that can easily access southern control points such as the Warehouse (D), as it is set upon the road that cuts through the map. This road provides a quick escape route as well should the need arise.

Capture the Flag





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During Capture the Flag, the map boundaries of Nebandan Flats are slightly wider than in the Conquest modes. Although the map is wider than its Conquest counterpart, the flags are positioned nearly directly north and south of one another. The US flag is located within the Residential area and the team deploys slightly south along the road. On the opposite side of the map, the RU flag is located at the Farm; the RU team deploys to the north along the main road. Both teams have an assortment of vehicles, with quite a few dirtbikes. In addition to these vehicles, the teams can also acquire two extra dirtbikes located on the north side of the Warehouse, which is in the center of the map.

US Base

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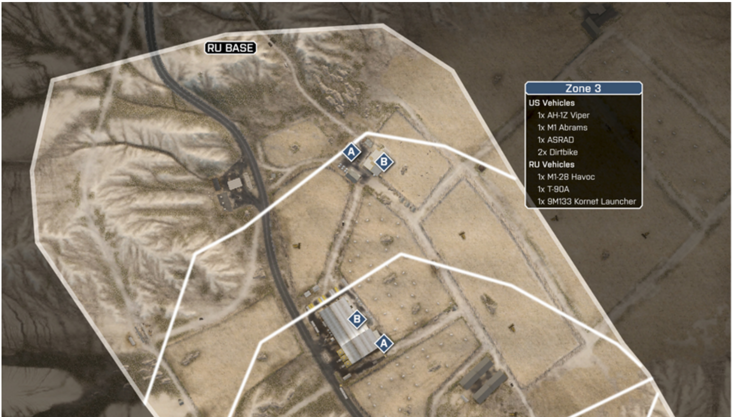
Positioned at the Residential area, the US Flag is located in the center of the buildings. While the flag may appear to be vulnerable only from the west side of the complex via the road that runs through the map, be aware that the wooden fence surrounding the complex can easily be breached by vehicles. When guarding the flag, make use of the M220 TOW Launcher on the west side of the complex to guard the road from vehicles. The real concern should be breaches of the fence line on the complex's north and east sides. Utilize the ASRAD to defend against attacks from these directions. One advantage to placing the ASRAD at the northeast corner outside of the complex is that it can also be used to defend against the RU team's helicopter, which can be expected to be used to transport an enemy flag carrier. Setting mines near possible points of entry near the fence line can prevent vehicles from approaching the flag after smashing through the fence.

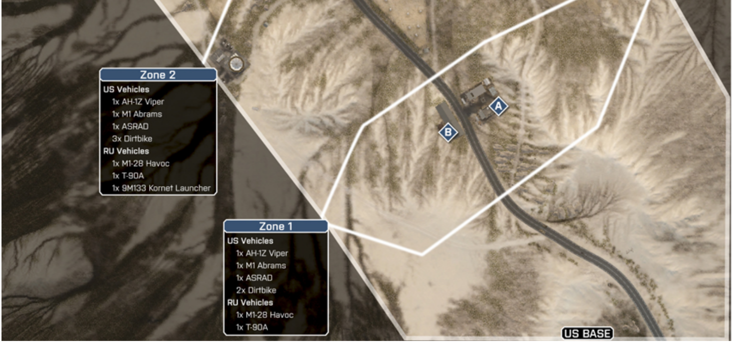
RU Base

Located at the Farm, the RU Flag is susceptible to attack from multiple angles. When defending the flag, make use of the 9M133 Kornet Launcher to stave off vehicles approaching from the south. Watch for dirtbikes that attempt to capture the flag from the east, as the open path between the stable and the nearby carport allow for a quick capture and run. The Vodnik AA is a great option for defending the flag, as its weapon is more versatile than the T-90A's weaponry and more maneuverable as well. Keeping the Vodnik AA positioned on the north side of the complex near the silos allows the vehicle to fire on any target that enters the flag area. The T-90A should stay within the proximity of the Farm area, patrolling the fields south of the Farm, adjacent to the Warehouse. Placement of mines around the flag is useful in defending against dirtbikes, as their speed means they are unable to notice mines before it's too late.

Rush

The Rush battle for Nebandan Flats is a fast-paced and fierce one. Beginning at the Residential area and pushing back through the Warehouse until eventually concluding at the Farm, the battle ranges over a sprawling landscape. This arid land offers little cover for attackers as they approach the M-COM Stations, which makes the combat a battle for inches every step of the way. Throughout the course of the battle, each team will have access to one attack helicopter, and for the team with an experienced pilot, this can be used to turn the tide of battle. The attackers will have the advantage in this battle, due to each zone offering an ASRAD, which can be used to eliminate the defender's attack helicopter. The defenders are not without some heavy firepower of their own, however, as each zone affords them the deployment of a T-90A. In the hands of a skilled tank operator, it can make quick work of the attackers' helicopter presence. Due to the long sight lines offered by this map, defenders that have skilled recon soldiers will find them essential in pushing back attackers as they approach.





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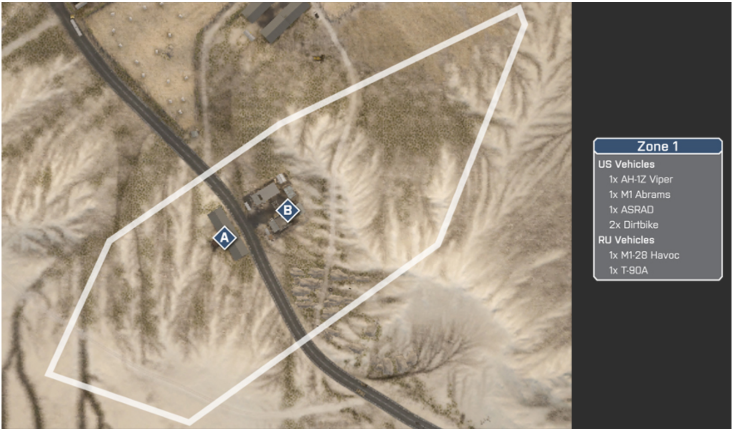
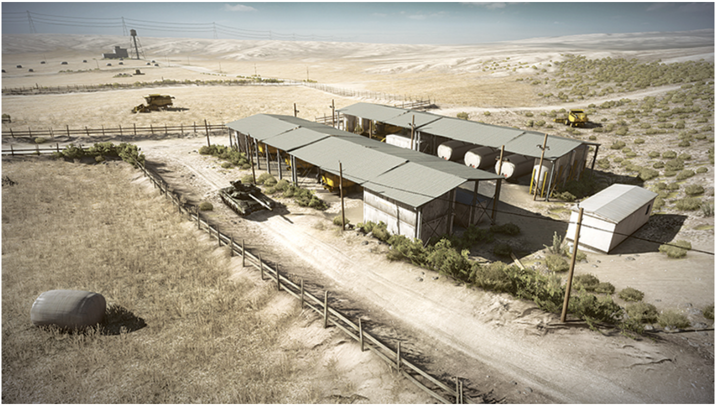
Zone 1: Residential

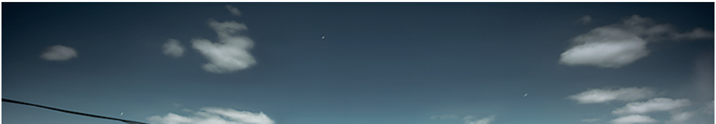


US Deployment

Deploying from the south, the US team has a significant advantage due to the vehicles afforded them. Attackers should keep in mind that the map's long sight lines result in a not-so-stealthy approach to the objectives. With this in mind, sending the AH-1Z Viper ahead to scout ahead and clear the objectives of camping defenders is an efficient tactic to use during the approach. Another essential vehicle is the ASRAD, which can keep the sky clear and provide safety for the AH-1Z Viper as it focuses its firepower on land enemies. The M1 Abrams should be used to primarily counter the defenders' T-90A throughout the battle, as well as eliminate the fence line surrounding M-COM Station A, thus allowing dirtbikes to attack from multiple angles.

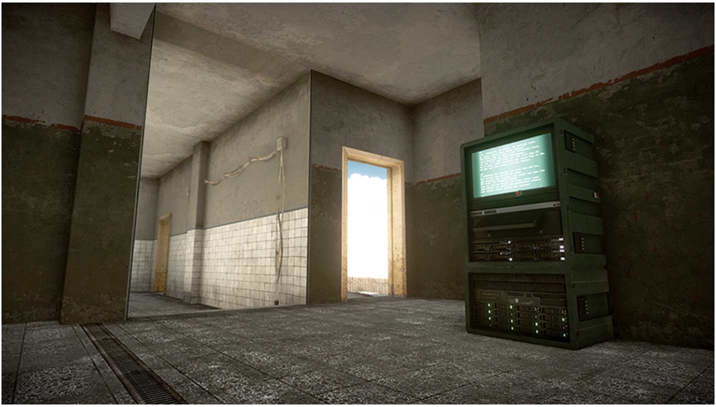
RU Deployment





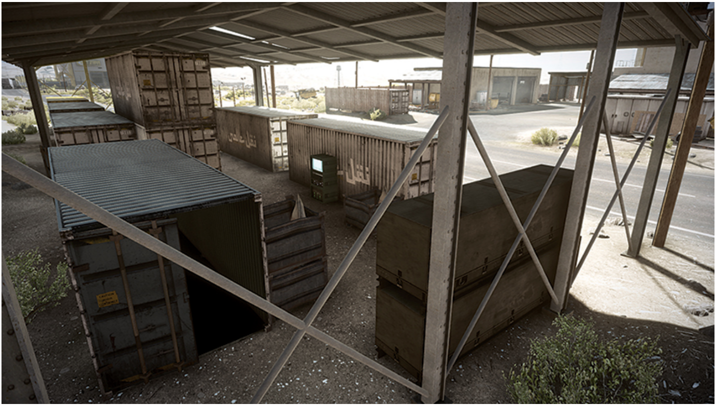
Deploying north of the Residential area, the defenders will find themselves at a disadvantage. Due to a small number of vehicles they get, making use of mines around the Residential area will be useful in pushing back attackers that quickly flood the area surrounding the objectives. Making use of engineers will help even the playing field by keeping the attackers' heavy vehicles at bay. The T-90A should focus on patrolling the Residential area and attempt to destroy the attackers' ASRAD and AH-1Z Viper, two vehicles that pose the greatest threat in defense of the objectives. Although the T-90A deploys from the Unloading Sheds area, the vehicle should proceed south, past the Residential area to flank the attackers' tank and ASRAD as that team approaches the Residential area, keeping its distance to avoid the attention of the attackers' helicopter that is circling the objective overhead.

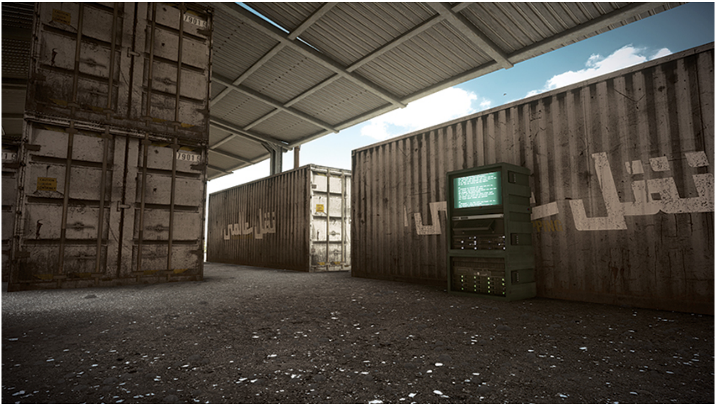
M-COM Station A



Located within the south building of the Residential area, this M-COM Station is less vulnerable to attack than its M-COM Station B counterpart. Defenders should not take the inside placement of this objective lightly, though, as the room that houses the objective is accessible by four separate doorways. The most dangerous of these is the doorway on the south side of the building, as this can be accessed once the fence line is breached and can allow for streams of attackers to flood in and overwhelm defenders. Attackers should have the AH-1Z Viper circling the objective to monitor defender positions and engage the enemy as they approach the objective, as well as eliminate campers in the garage on the north side of the Residential area.

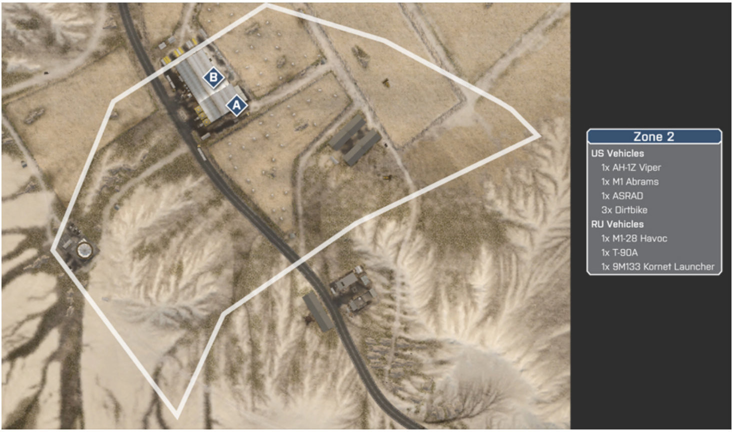
M-COM Station B



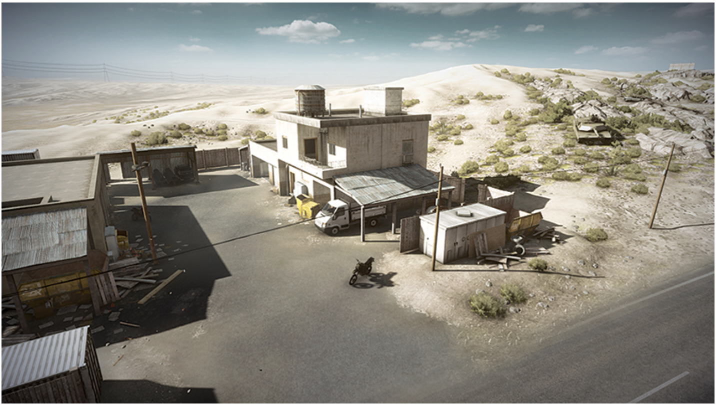


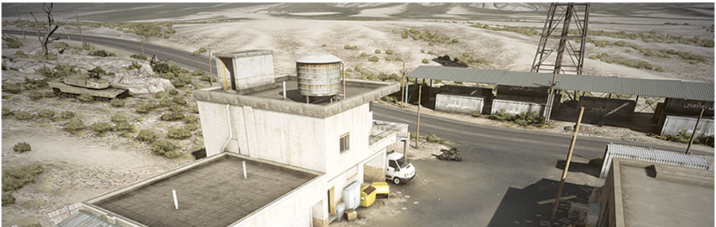
M-COM Station B is between shipping containers that are housed within a covered storage area west of the Residential. Although more exposed than M-COM Station A, attackers will still face heavy resistance from defenders that have taken root among the shipping containers, which results in close-quarters combat when attackers attempt to plant a charge. Defenders will benefit from maintaining their distance west of M-COM Station B, as attackers can be fired upon while they attempt to plant the charge. Attackers that attempt to approach the area on anything other than a dirtbike will find that doing so leaves their vehicles open to attack by the MI-28 Havoc that is patrolling the skies above. Teams should make use of a T-UGS motion sensor when around the shipping containers to prevent the likelihood of being the victim of a surprise assault while attempting to maintain control of the objective area.

Zone 2: Warehouse



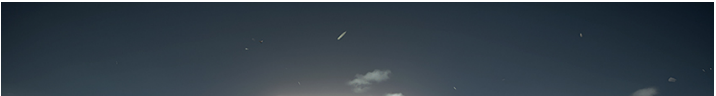
US Deployment





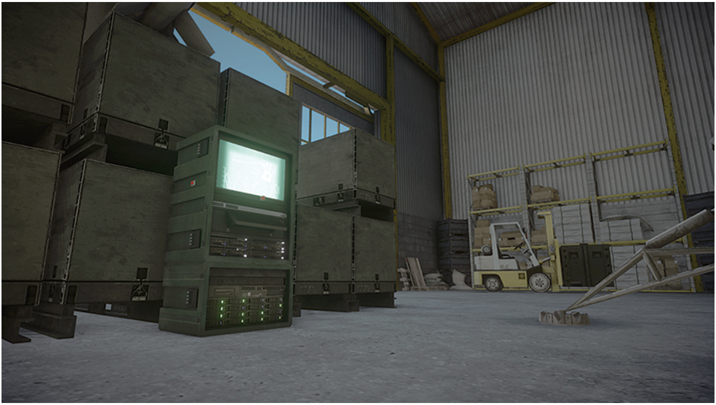
Deploying from the Residential area, the US team has the ability to capitalize on the deployment position of the RU team here. Since most defenders will move through the Warehouse and camp within the room housing M-COM Station B early on, this leaves the large hangar where M-COM Station A is found exposed to assault. Another advantage to attacking M-COM Station A is that the large hangar space allows for the M1 Abrams to approach the hangar doors and fire into the room and eliminate any defenders that may be taking position among the defunct AA turrets housed within. The AH-1Z Viper, on the other hand, should monitor the west side of the Warehouse and its rooftop for defenders attempting to fire upon attackers that are making their approach.

RU Deployment



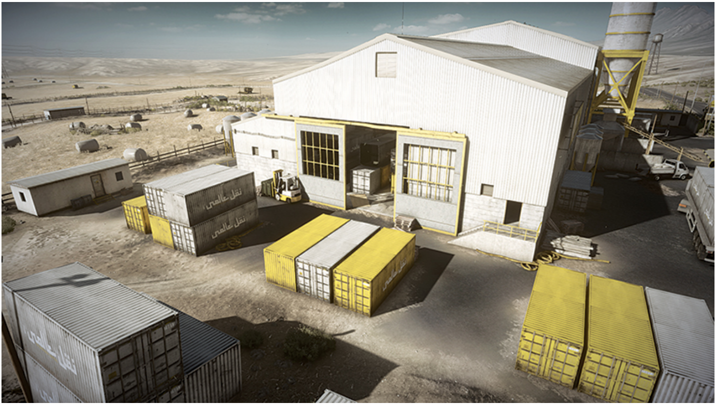
Deploying on the north side of the Warehouse, defending squads should work to secure both the hangar that houses M-COM Station A and the rooftop of the Warehouse (accessible via the ladder on the Warehouse building's east side) early on. Once in position atop the Warehouse's roof, engineers can target attackers' vehicles with a Javelin or RPG as they approach from the south. While this defense is taking place, the squad that has taken position within the Warehouse should be laying claymores throughout the interior —in particular, the catwalks of both rooms should be booby-trapped to prevent attackers from exploiting the elevated position in their attempt to destroy the objectives.

M-COM Station A



Positioned against crates of missiles, M-COM Station A requires attackers to enter the large hangar located on the south side of the Warehouse. This leaves attackers vulnerable to being overwhelmed by the defenders that are camping on the catwalk overlooking the objective. Attackers should make use of the M1 Abrams or the ASRAD to bombard the catwalk within and eliminate or suppress defenders while their squad mates flood the room and plant the charge. Defenders are not left without a means to defend this objective, though, as the 9M133 Kornet Launcher immediately outside of the hangar doors can be used to hold back the attackers' heavy vehicles. But dirtbikes will pose a threat to the Kornet's operator, as their speed makes for a difficult target. When defending the objective, placing claymores near the objective will help to eliminate large numbers of attackers with relative ease.

M-COM Station B



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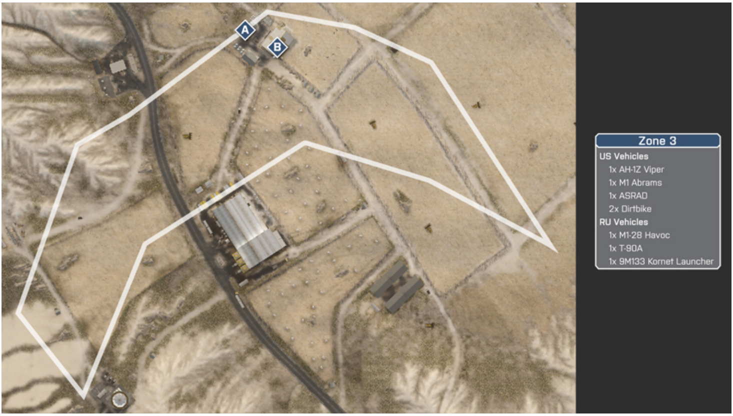
M-COM Station B is positioned within the Warehouse in its north side room, which houses a significant number of shipping containers. The fight that ensues around this objective will be an intense close-quarters battle. Although the space can be accessed by dirtbikes, bringing one of these vehicles inside this space is only a novelty; the tight quarters will prevent a dirtbike from continuing at high speeds. Defenders will find the catwalk surrounding the area useful in maintaining control of the objective, but they should place claymores near the entrances to the rooms to prevent being flanked here. Attackers looking to gain the advantage should make use of shotguns, PDWs, and grenades to overpower the defenders that have taken hold here. Although M-COM Station B is accessible via the doorway on the east side of the Warehouse, attackers approaching from this side should climb the ladder and make use of the windows to eliminate threats by using grenades or the M320 GL before their squads enter the room.

Zone 3: Farm



US Deployment

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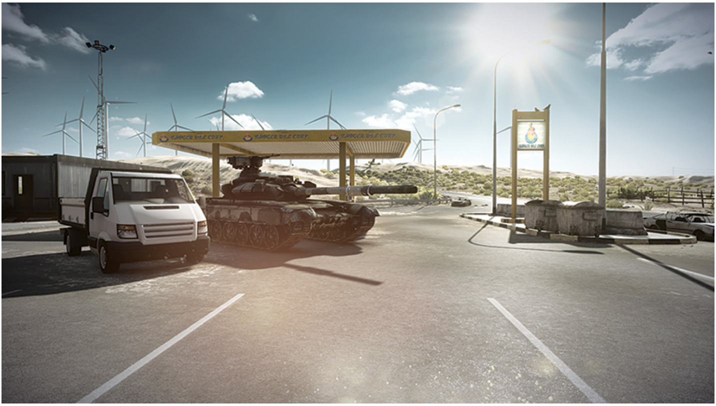
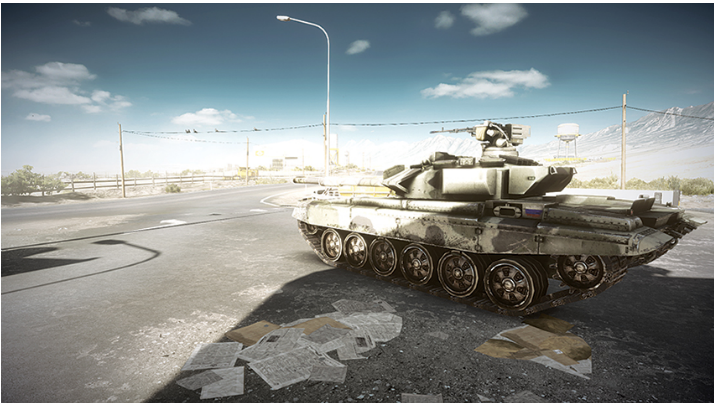
Ecological Fertilizer

This last stage of the battle sees the US team deploying from the Warehouse. With the objectives located northeast of the Warehouse at the Farm, the US team should allow the charge to be led by the AH-1Z Viper and M1 Abrams, which can assault the Farm and push back defenders within the area. While this assault is taking place, the ASRAD and dirtbikes should be attempting their assault from the east of the Farm, splitting up to attack both the stables and north side of the farm where M-COM Station A is found. When approaching the Farm, the M1 Abrams should be aware of the 9M133 Kornet Launcher on the south side of the stables and fire upon it from afar to ensure that any operator present is dealt with before getting within range.

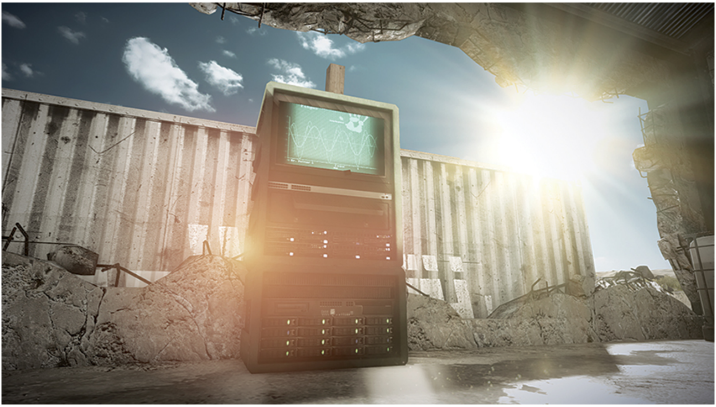
RU Deployment





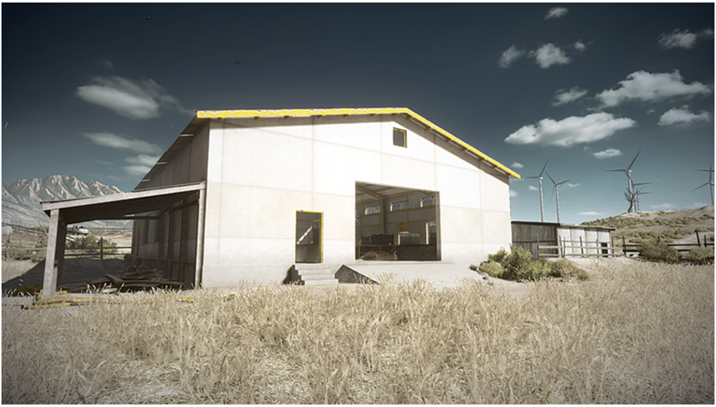
Deploying northeast of the Farm, the RU team should work on placing claymores near M-COM Station A quickly, as their T-90A makes its approach from the Gas Station to the west to defend the objectives. While the T-90A makes its approach, the MI-28 Havoc should take to the air and suppress the advance of attackers that are trying to plant the charge within the stables. Defenders should place a T-UGS motion sensor within the stables, as monitoring the approach of attackers can be difficult here. The T-90A should avoid being within the Farm lot itself, as movement within this tight space makes it vulnerable to attack from the US team's AH-1Z Viper and C4-toting support soldiers. Instead, the T-90A should patrol the perimeter of the Farm and bombard enemies with cannon fire as they attempt to take cover among the carport and vehicles present.

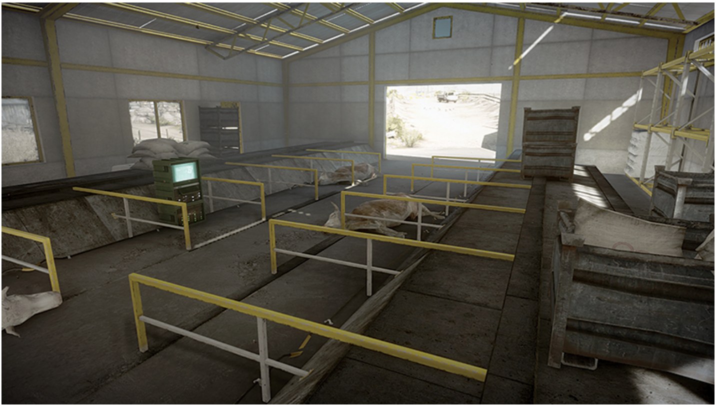
M-COM Station A



Concealed within a building on the north side of the Farm, M-COM Station A is not very exposed to attack. Defenders would benefit from the placement of claymores within the building, capitalizing on the confined space to eliminate a high number of attackers with a single explosion. Attackers will find that dirtbikes are the best vehicles for approaching the building that houses the objective, as their high speed allows for squad mates to be dropped off before escaping the area, drawing the fire of nearby defenders. When attacking, making use of the AH-1Z Viper to patrol the area and prevent defenders from disarming the charge is critical to maintaining control of the objective. Monitoring the east side of the stables is critical in controlling the flow of attackers into this area. Deploying a MAV will help to maintain an overview of the chaotic combat this area tends to invite.

M-COM Station B

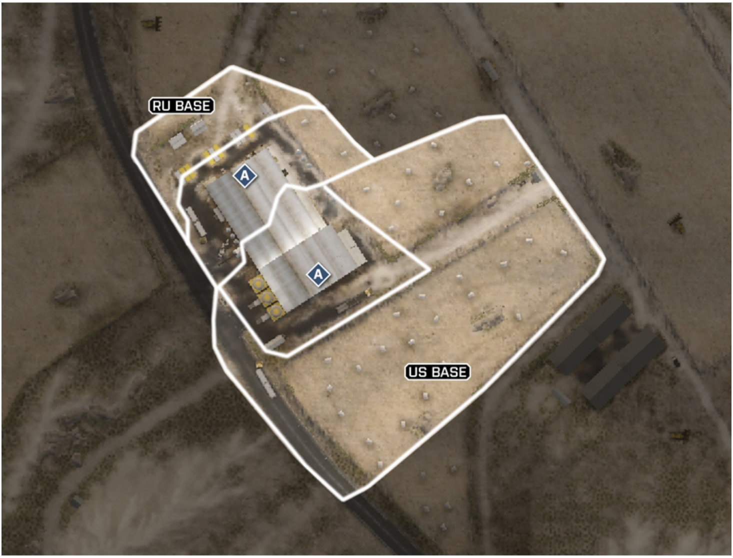




Placed among cattle carcasses within the stables, M-COM Station B is particularly prone to attack. With both the west and east sides of the stables wide open, as well as little cover within the structure, this space will be prone to close-quarters battles. Attackers will have to clear the interior of defenders and, through the use of the M1 Abrams and ASRAD on each side of the stables, prevent defenders from reentering the space, thereby allowing squad mates to descend upon the objective. Defenders should defend the interior of the stables with claymores, while their MI-28 Havoc circles the Farm area, firing upon vehicles that enter the vicinity. Planting a T-UGS motion sensor early on will help monitor traffic within the stables as well, preventing defenders from being overwhelmed by attackers flooding through both entrances.

Squad Rush

Focusing combat around the Warehouse, defenders will find the advantage during this small-scale Rush battle. With the objective of both zones being located within the Warehouse, attackers will be faced with close-quarters combat that can quickly bleed tickets. Attackers are not left without options though, as the Warehouse is susceptible to multiple points of entry. Both teams should make use of T-UGS motion sensors and MAVs to monitor the movement of their enemy, as this is critical to avoid being flanked throughout the battle. Within the Warehouse, teams should be aware of the catwalks that overlook the interior, directing squad mates into place and defending these elevated positions with claymores.



Click here for interactive maps

Zone 1

With the M-COM Station being located within the hangar on the south side of the Warehouse, attackers will have the option to enter from either the large hangar doors or by way of the door on the east side of the Warehouse, which will enable them to flank defenders that have taken hold inside the building. Defenders will find that the catwalk above the objective provides them with an opportunity to suppress attackers entering the building, but they would be wise to booby-trap the stairs that access these perches or else risk being stabbed in the back. For attackers, deploying a MAV into the hangar is a helpful tactic when flushing out entrenched defenders within this small space.

Zone 2

The M-COM Station is positioned among the shipping containers on the Warehouse's north side. Both teams will find shotguns and grenades useful here. Attackers entering the area should not only pay attention to the catwalks above, but also keep an eye out for defenders that are positioned atop the shipping containers. Both teams can benefit from placing T-UGS motion sensors here to keep an eye on enemy positions. Another tactic that can benefit both teams is the placement of claymores in and around the shipping containers, thereby preventing hostile soldiers from sneaking up from behind. While grenades are efficient weapons for the tight confines of this area, care should be taken when throwing them, so as not to kill nearby friendlies.

Air Superiority

Taking place in the skies over the windmill farm of Nebandan Flats, Air Superiority combat pits two teams of fighter pilots against each other for control of three objectives in the form of white airships. Pilots should modify their loadout to make use of air radar and the fire extinguisher. The latter is essential to repair their aircraft, given the inability to land and make repairs during this game mode. The battle to control the skies of Nebandan Flats is as fierce as any, but one advantage to pilots here is the landscape. Many times during the battle, pilots may find themselves with a bogey on their six that they are unable to shake. Skilled pilots can fly low between the windmills here and either shake the tailing aircraft or even cause it to crash into the windmills. Aside from maintaining possession of control points, teams will also want to prevent deaths, as each redeployment strips their team of one ticket.

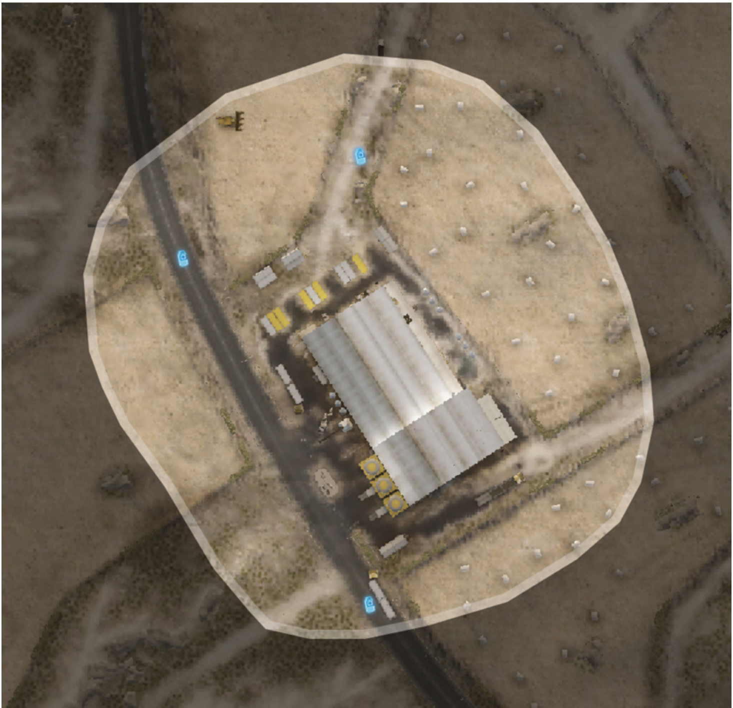
Jet Unlock Progression

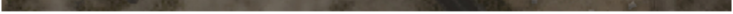
Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.

	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

In this mode, the conflict is centered on the Warehouse and the surrounding fields. Although the randomly spawning IFV is present on this map, many of its battles will take place within the Warehouse itself. The confines of the north side of the Warehouse are the home of frantic squad-based combat. Crafty squads will make use of the windows on the building's east side to eliminate enemy squads through the use of grenades and the M320 GL. Given the nature of the combat among the shipping containers on the building's north side, squads looking to avoid direct combat should run through this area, deploying claymores as they proceed through the building. When engaging enemies within the fields, squads should make use of the large hay bales scattered throughout the fields for cover—just don't rely on these to defend against the heavy-weight IFV and its turret. Deploying a MAV can inform a squad of the enemies' positions, and more importantly, the position of the IFV should it not be in your squad's possession. Without many sight lines, recon soldiers are best equipped with shotguns or PDWs, as well as support items like the T-UGS motion sensors and MAVs.





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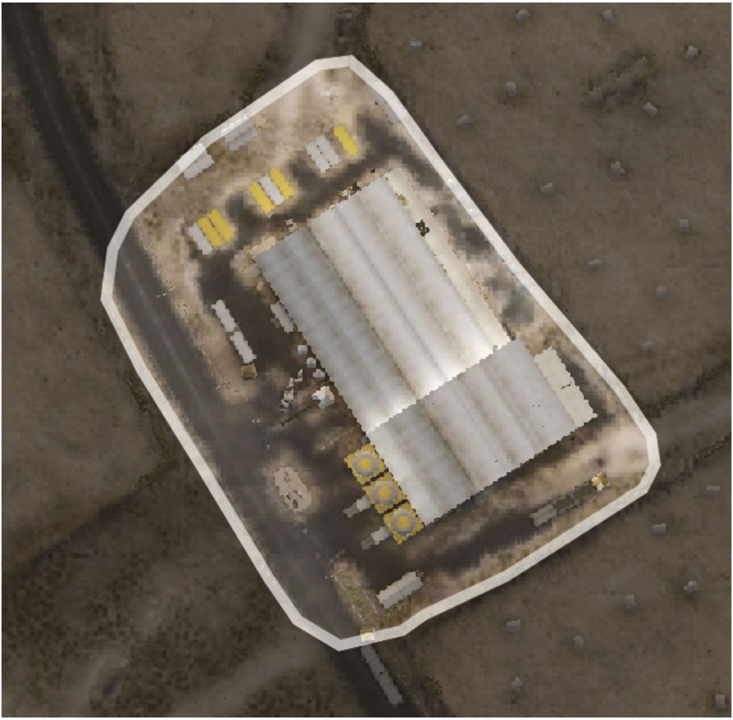
Team Deathmatch

Like its Squad Deathmatch counterpart, Team Deathmatch is restricted to the Warehouse. This time, the field is out of bounds to the teams, and so the combat is almost exclusively indoors. This makes for a fast and frantic match, with both teams constantly engaging each other within the tight confines of the Warehouse's interior. Coordinated teams stand a much better chance at dominating this battle. With most of the combat occurring around the shipping containers of the building's north side, teams should equip a squad to take advantage of the windows on the building's east side, which can toss in grenades while another squad draws hostiles through to the south side, placing claymores and C4 in their wake. More experienced teams will avoid the shipping containers, as the possibility of claymores being present in these tight quarters is likely and these can quickly wipe out entire squads. Instead, these teams will take to the catwalks and maintain these elevated positions throughout the match.



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End Game Battlefields

Kiasar Railroad

CR>MP
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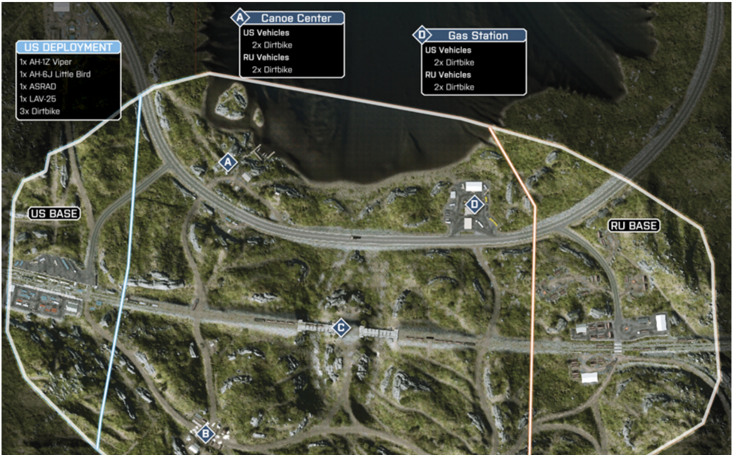
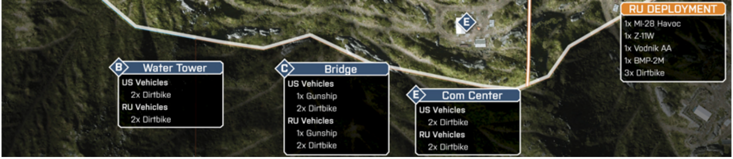
Conquest





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The stage for the battle at Kiasar Railroad is a majestic alpine setting. This land is also home to a large logging operation that makes use of this railway to maintain its supply line, with shipments of timber and other supplies coming to and fro several times a day. Aside from being the lifeblood for the timber industry in these mountains, the rail lines also serve a major strategic purpose for the two forces engaged in combat here. This battle is for the five control points. Deploying from the Train Station on the map's western edge, the US team is poised to capture and control the Canoe Center (A) and the Water Tower (B) as they make their way east. Launching their assault from the Lumber Yard to the east, the RU team will capture both the Gas Station (D) and the Com Center (E) as they advance west. This will leave the Bridge (C), which is central on the map, as a highly contested point. None of the points except the Bridge (C) affords the capturing team with more than two dirtbikes, further cementing the strategic value of the Bridge (C) and the Dropship it provides. Given the positions of the control points on the map, though, teams should expect the focus of the battle to migrate frequently. Given the distance between points and the uneven terrain, teams are prone to focus their attention on either the southern control points in the mountains or the lakeside northern control points. The advantage to following this attack order is that one control point can be used to push back the opposing team's reinforcements as they deploy from their base.

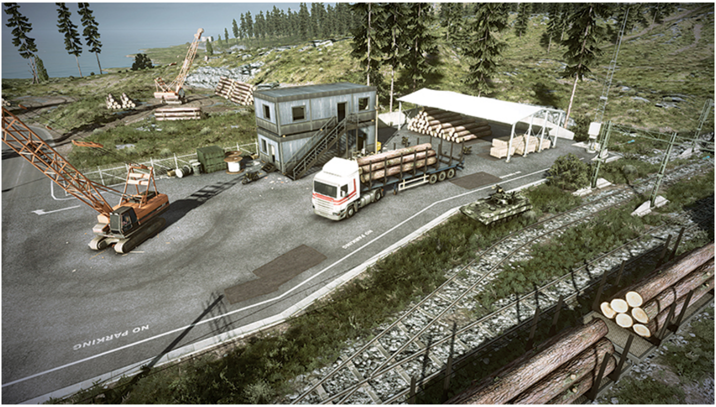
US Base

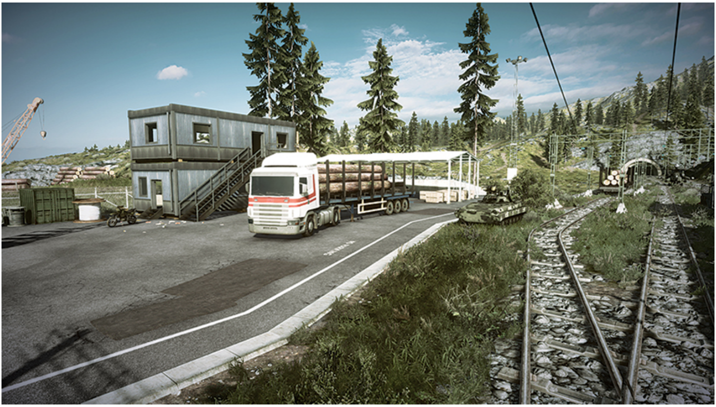
CRAMP
RKING

CRAMP
NO PARKING
NO PARKING

Deploying from the west at the Train Station, the US team can quickly make their way east and claim control of the Canoe Center (A) and the Water Tower (B). While this may seem the most convenient way to dominate the field, nevertheless the team should focus on securing the Bridge (C) before the RU team can do so. After taking control of the Bridge (C), the Dropship should be used to push back the RU team and maintain control of this point while the team moves to secure the Water Tower (B). An alternative to moving to capture the Water Tower is for the team to gain control of the Gas Station (D) to the northeast. If this point is held, the US team can control the deployment of the RU team's vehicles from their base. Both of the team's helicopters should focus on clearing hostiles from the control points and spotting enemies for infantry units to move in. Because the varied terrain is full of potential hiding spots, the helicopters are a valuable tool for threat assessment as well as effective weapons platforms to clear a path.

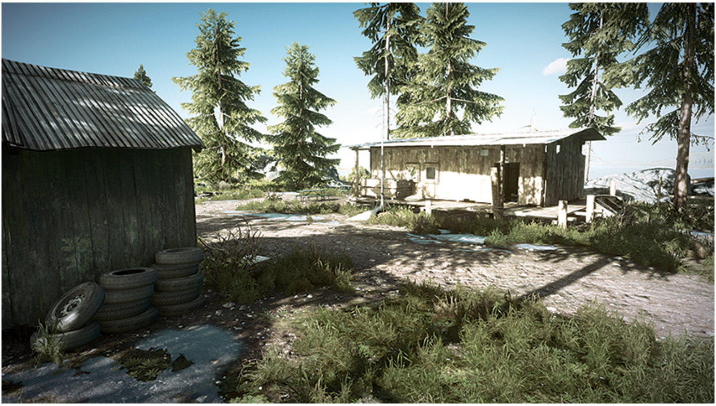
RU Base





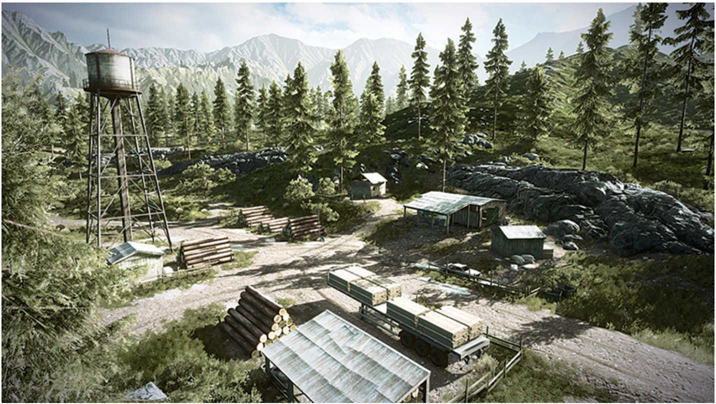
The RU team deploys from the Lumber Yard on the east side of the map. From this position, the RU team can quickly capture the Gas Station (D) or the Com Center (E). The Bridge (C) located in the center of the map should be the focus of the dirtbikes early on, so that the Dropship can be used to push back the US team as they attempt their trek to the east. Both helicopters should split up to cover the north and south ends of the map, clearing the area around control points of hostiles while the slower Vodnik AA and BMP-2M move to defend control points from being captured. While the Gas Station (D) and Com Center (E) are nearest to the RU team's deployment, pushing forward to capture either the Canoe Center (A) or the Water Tower (B) is a useful tactic to hold back the US team's vehicles as they deploy from their base. The RU team should be careful if the Com Center (E) is captured by the US team, as its position uphill from the RU deployment can be used by the US team's IFV or AA jeep to bombard the deployment area.

Canoe Center



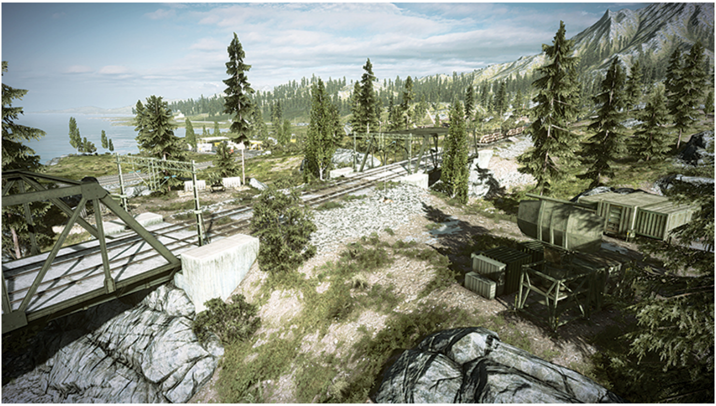
Positioned on the northwest corner of the map, the Canoe Center (A) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the area's exposure leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or near the yellow dumpster.

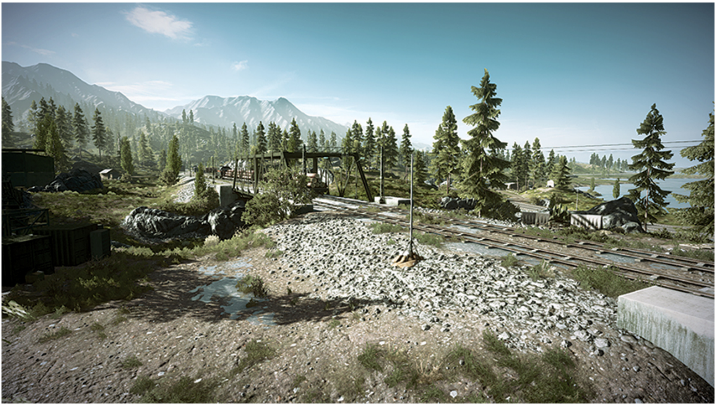
Water Tower

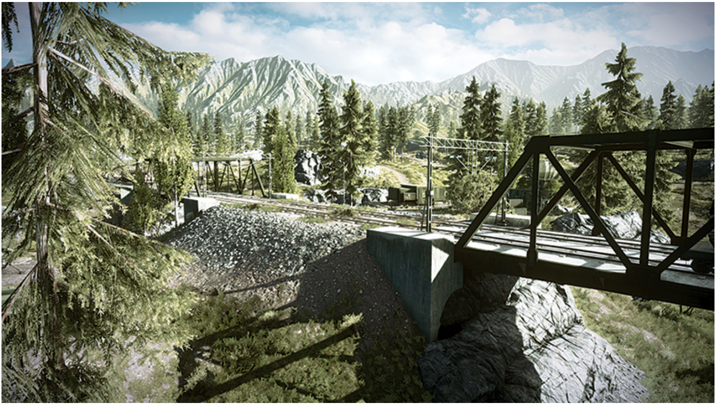


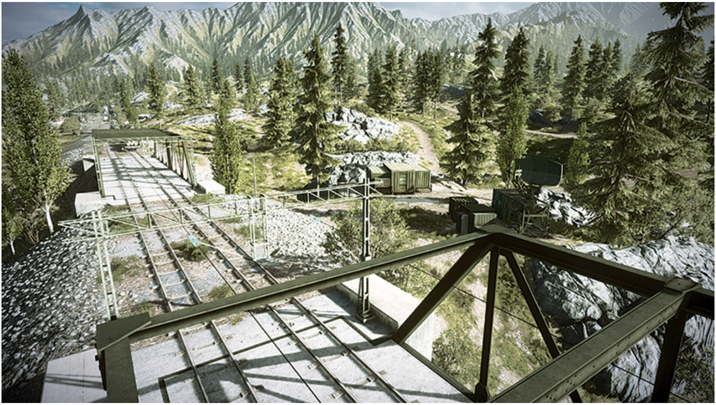
Located on the southwest corner of the map, the Water Tower (B) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

Bridge





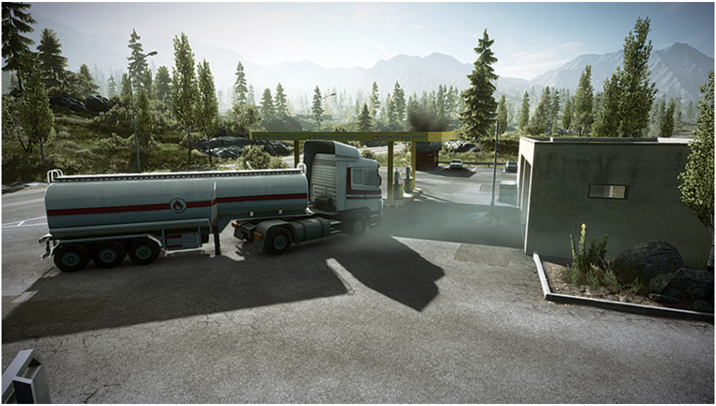




Easily the most contested point on the map, the Bridge (C) is in the center of the map, with its flag on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (C) area, IFVs can fire on the Gas Station (D) to the northeast and eliminate threats entrenched there.

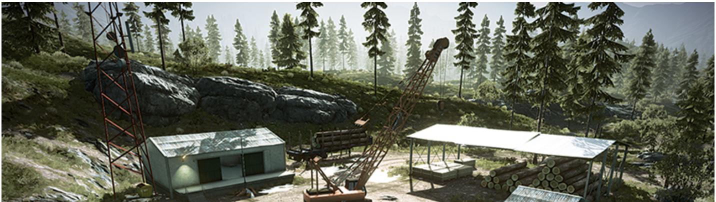
Gas Station

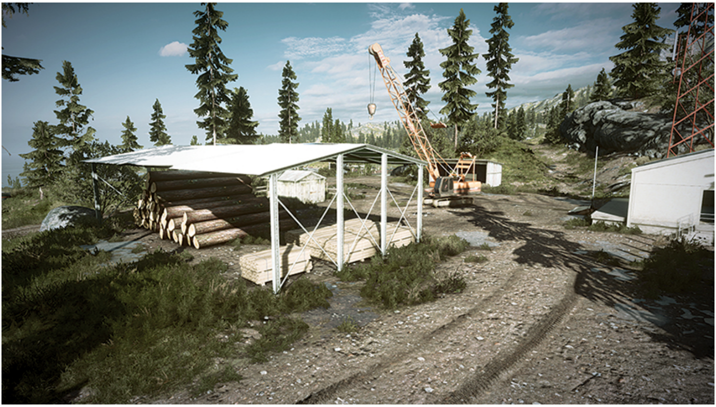
EVXO
SHIP IT



Located on the northeast side of the map, the Gas Station (D) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

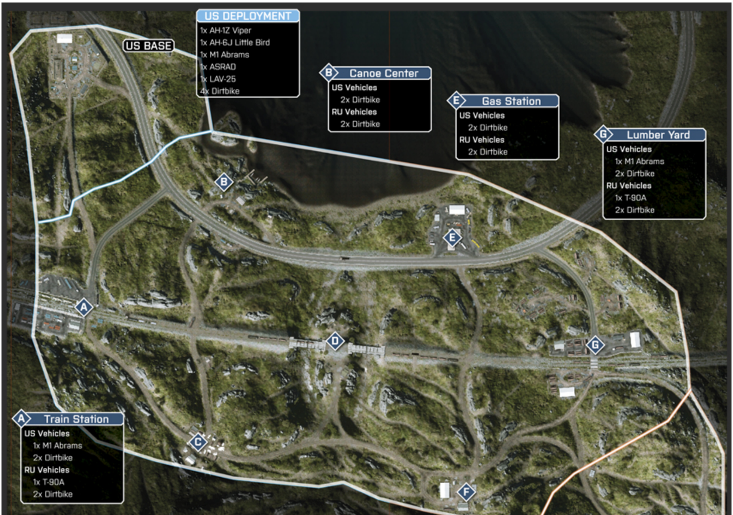
Com Center

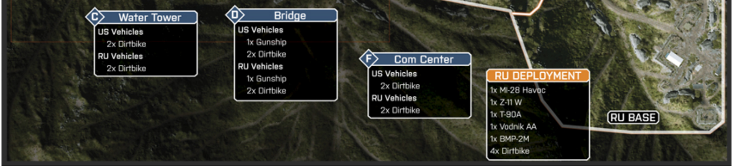




On the southeast end of the map is the Com Center (E). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Conquest 64



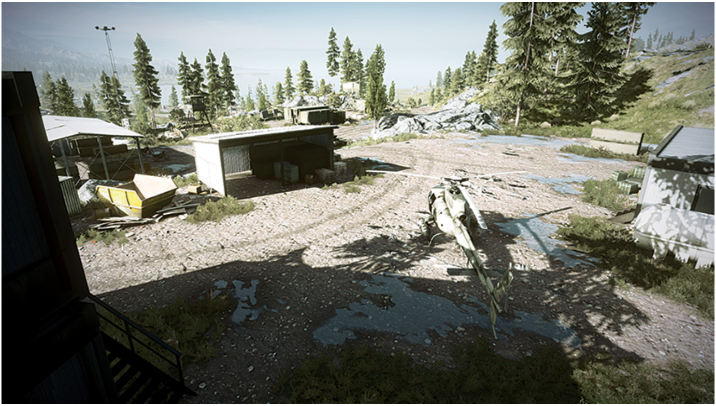


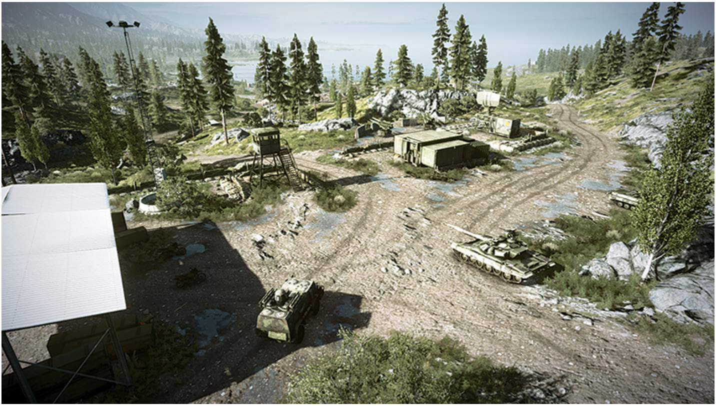
During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map's uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map's north side on the road near the lake.

US Base

Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

RU Base





Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to deploy units near the US team-controlled north and push back hostiles that are attempting to make their way uphill.

Train Station

CR›MP
CR›MP
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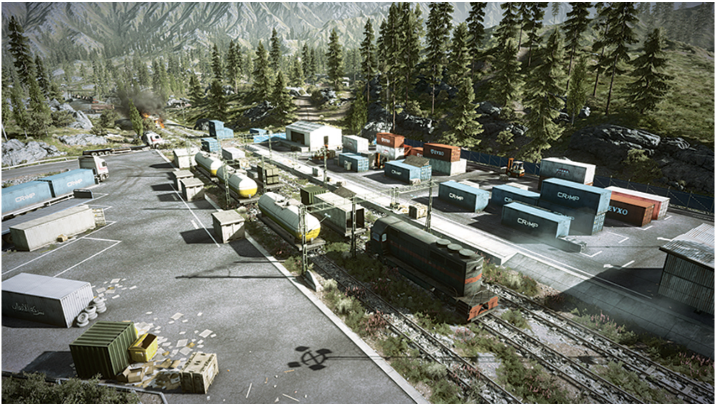


Located in the far west, the Train Station (A) is likely to be controlled through most of the battle by the US team given its proximity to the US team's deployment. Its flag is exposed on the south side of the station near a forklift. Although it is exposed to attack from the east and from the air, the flag is obscured from view by train cars and shipping containers to attackers advancing on this control point from the north,. Larger vehicles should not stay near the shipping containers here, as avoiding mines and C4 attack can be difficult when navigating the confines of the station. Instead, these vehicles should opt to escort infantry units into the station and fire on hostiles from afar, making sure that escape is possible if engineers or support class soldiers are in the area. When approaching this area, watch the hills behind the station to the south for snipers that have taken position atop the rocky ridge there.

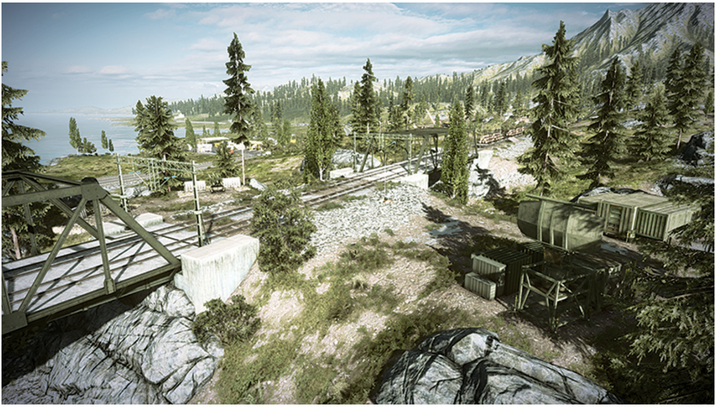
Canoe Center

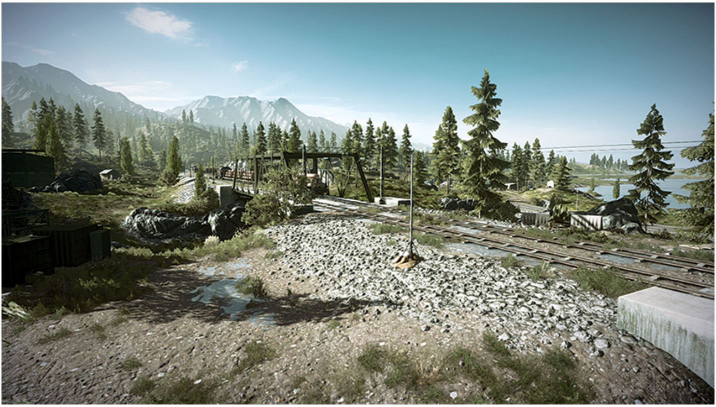
Positioned on the northwest corner of the map, the Canoe Center (B) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the exposure of this area leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or the nearby yellow dumpster.

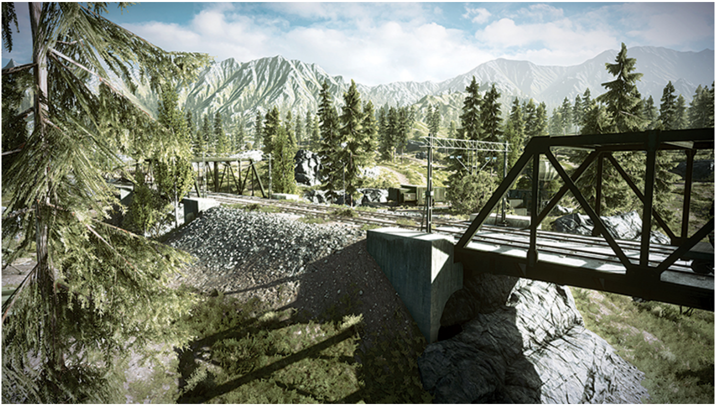
Water Tower

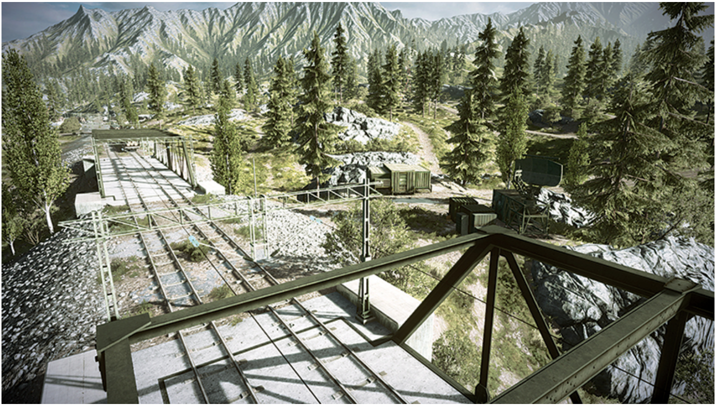
Located on the southwest corner of the map, the Water Tower (C) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile, near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

Bridge









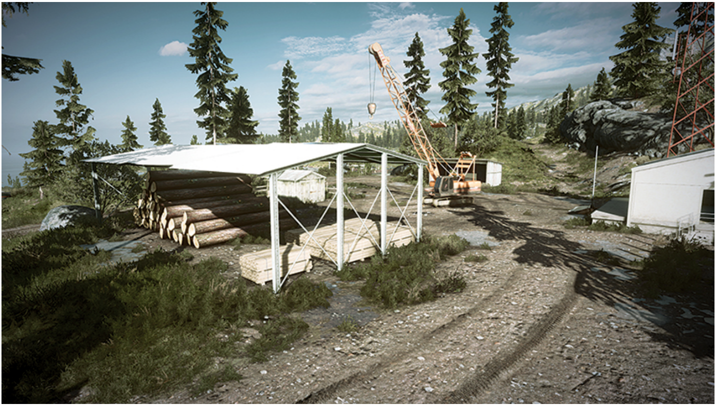
Easily the most contested point on the map, the Bridge (D) is in the center of the map, with its flag being on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (D) area, IFVs can fire on the Gas Station (E) to the northeast and eliminate threats entrenched there.

Gas Station

EVXO
SHIP IT

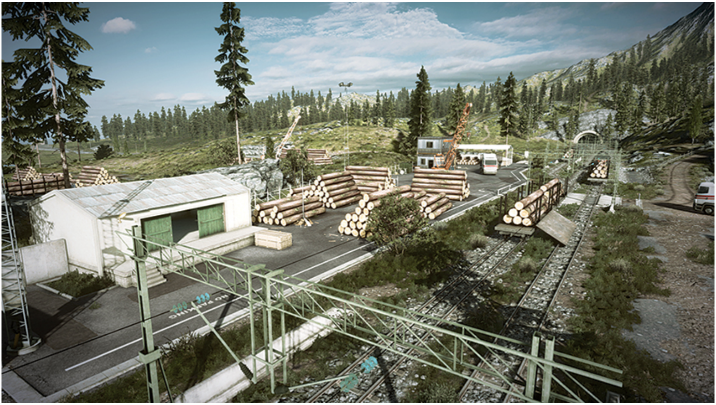
Located on the northeast side of the map, the Gas Station (E) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



On the southeast end of the map is the Com Center (F). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Lumber Yard

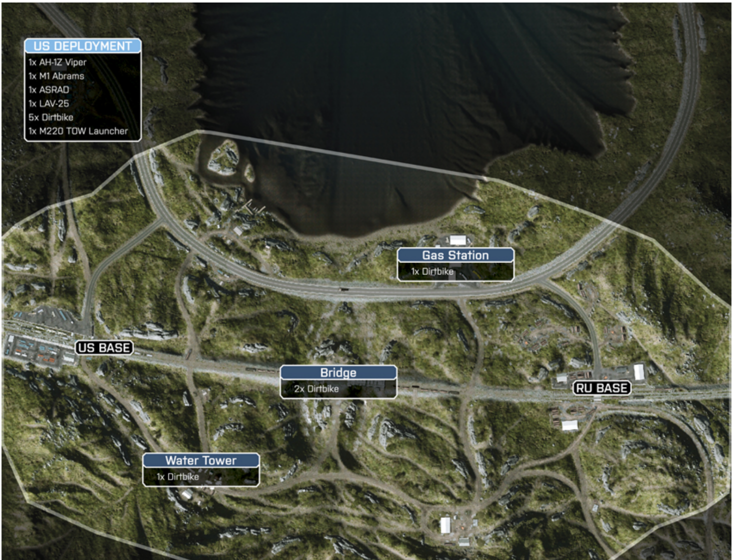


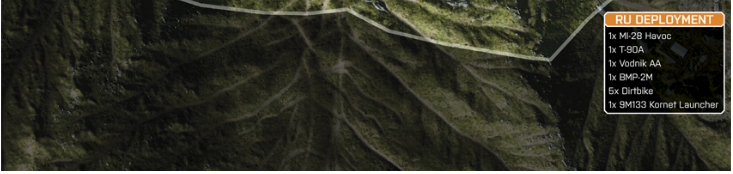
Because it is the farthest east control point on the map, the Lumber Yard (G) will most likely be controlled by the RU team throughout most of the battle. The flag is located on the Lumber Yard's west side and is surrounded by piles of timber. It may seen exposed but is actually one of the map's most fortified control points. For a team trying to capture this point, these piles of timber can also provide hostile squads with an opportunity to flank the unobservant. While a squad is capturing this point, it would be wise to position a sniper in the second-floor window of the office to the east. This sniper can spot and pick off hostiles that are approaching the flag area. When entering this area, it is a good idea to make sure this office building is clear before approaching the flag. For the team looking to maintain this point with minimal effort, placing claymores near the timber piles is an efficient method to retain control.

Caution

While the timber piles provide good cover from enemy infantry, these ramparts are easily breached by the high-powered weaponry of tanks, IFVs, and AA jeeps.

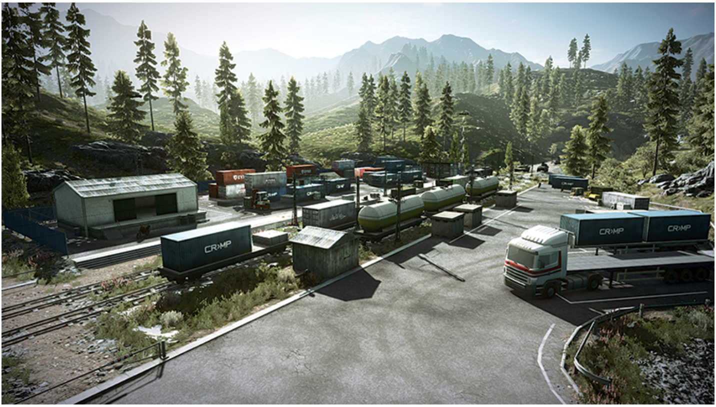
Capture the Flag

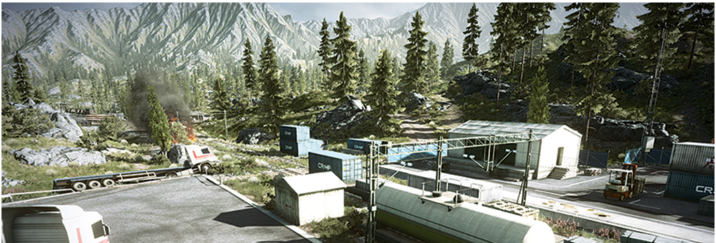


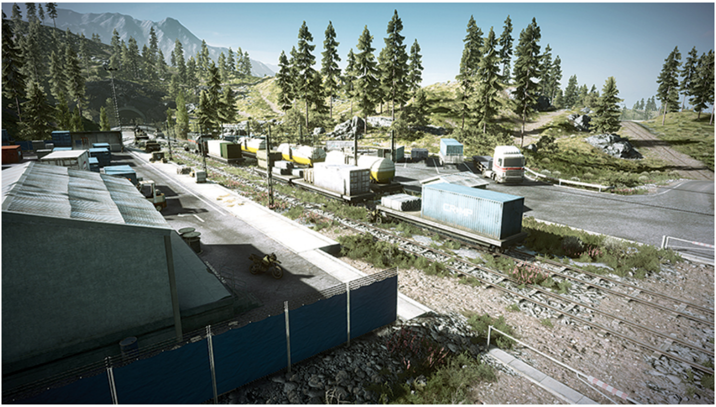


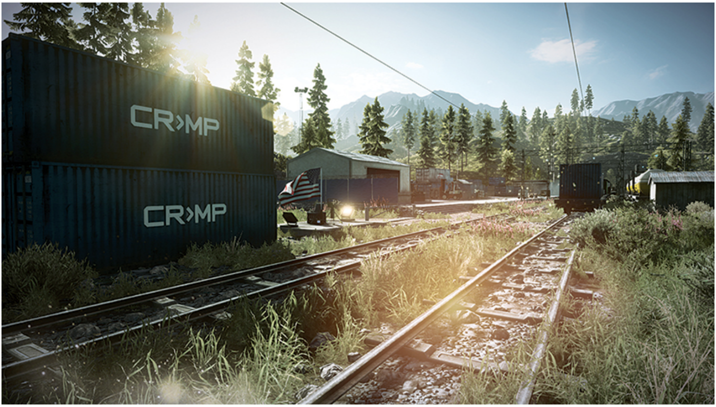
During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base









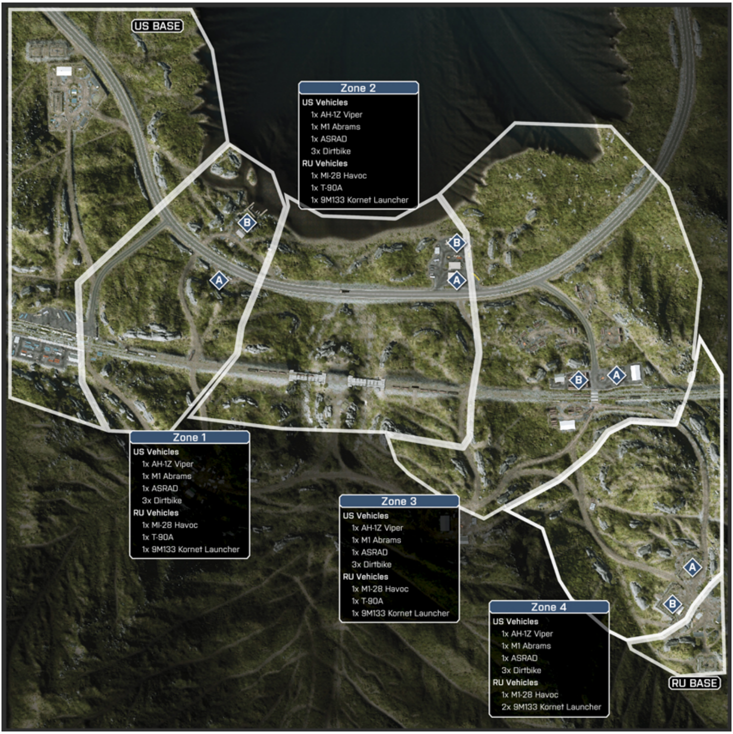
Located at the Train Station on the maps west side, the US Base is vulnerable to being flanked from both the north and the south. An efficient tactic to monitor the base and the surrounding area is for the team's helicopter to maintain a presence above the Train Station. This means infantry units can be alerted early to fast moving dirtbikes that are closing in to capture the flag. Another vehicle that should stay within the vicinity of the base is the ASRAD, which can defend the base from both land vehicles and the enemy helicopter. While these two vehicles maintain a presence here, the M1 Abrams and LAV-25 can advance southeast to bombard the RU base from afar and the US team's dirtbikes enter the Lumber Yard to take possession of the flag. When returning, vehicles should avoid staying on the rails, as they are sure to be littered with mines.

RU Base

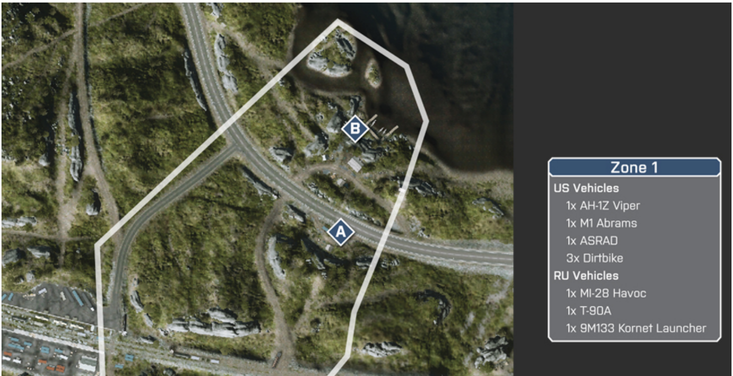
Located at the Lumber Yard on the east side of the map, the flag of the RU Base is among timber piles on the yard's west side. To provide a vantage point over the flag, a recon soldier should take position inside of the office on the east side of the yard. From the second-floor windows, a sniper can observe the flag and the surrounding area. A helicopter should circle the Lumber Yard and maintain a presence over this area to spot enemies as they approach. While this task can be performed by the sniper in the office building, the helicopter has the firepower sufficient to eliminate the threat presented by larger vehicles. Placing mines along the tracks near the west entrance to the Lumber Yard can prevent fast-moving dirtbikes from taking the flag by surprise. Placing the Vodnik AA at the yard's north entrance can help push back hostiles coming from the northern road, as well as pose a significant threat to the enemy helicopter if it comes within the Lumber Yard's airspace. When advancing on the US team's base, the attack should be directed from the south, as the hills provide an elevated position to fire on the base with the T-90A and BMP-2M.

Rush

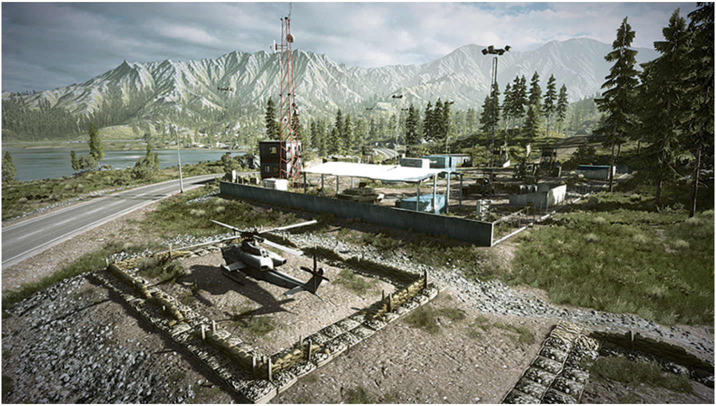
The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.

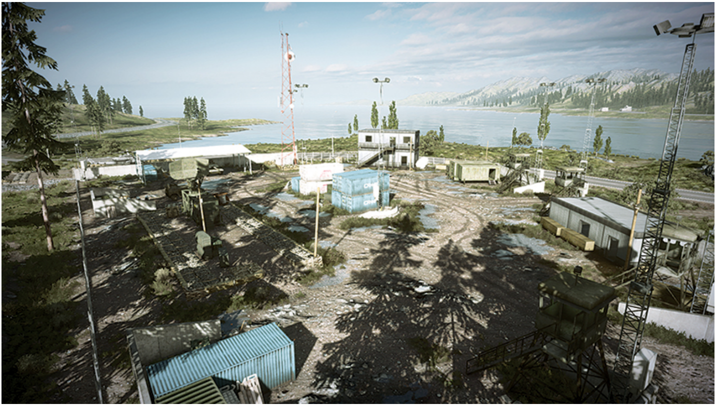


Zone 1: Canoe Center



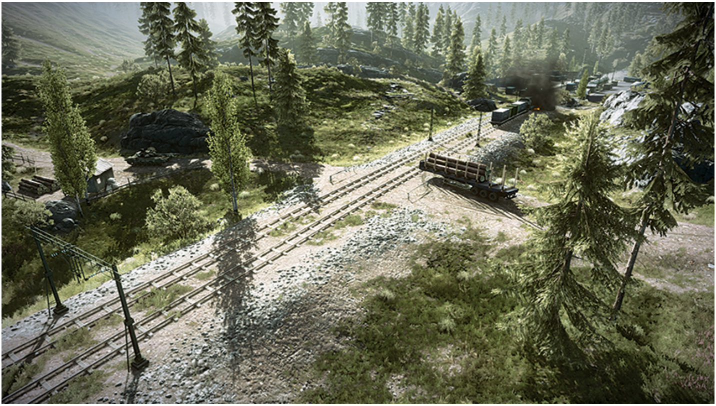
US Deployment





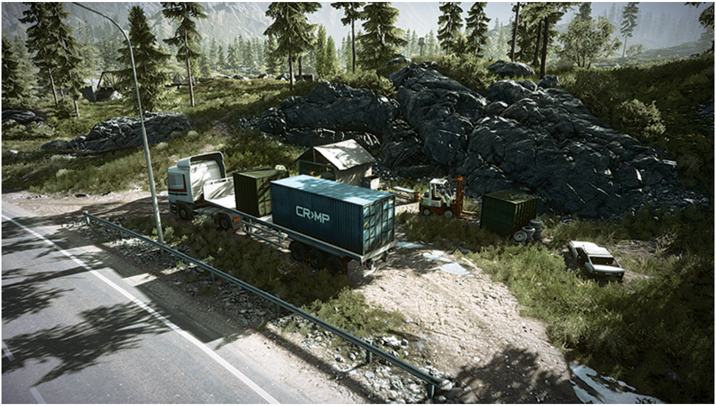
Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

RU Deployment



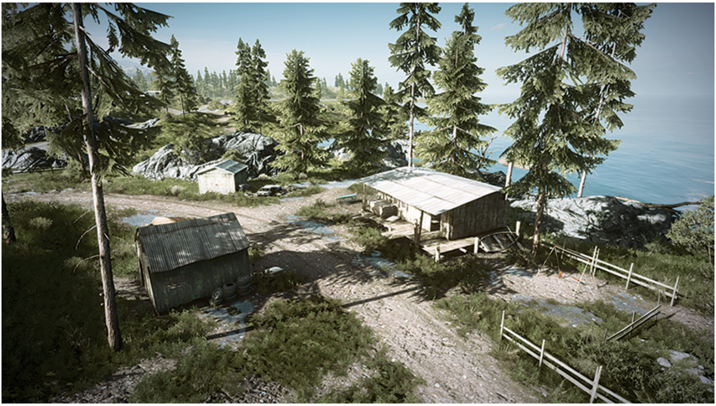
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers' vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team's deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers' vehicles at bay, defenders can force the attackers into a stalemate early on.

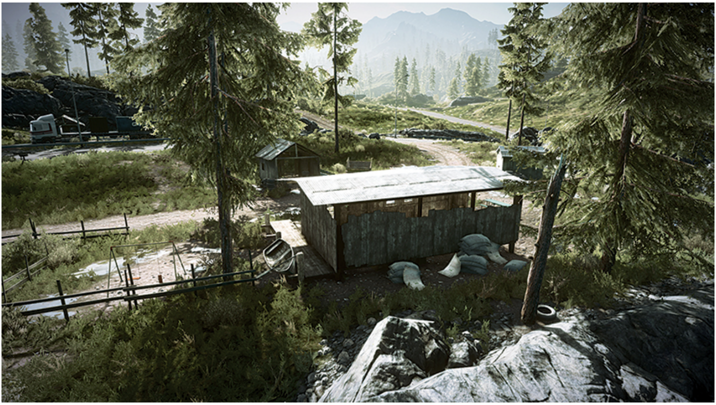
M-COM Station A

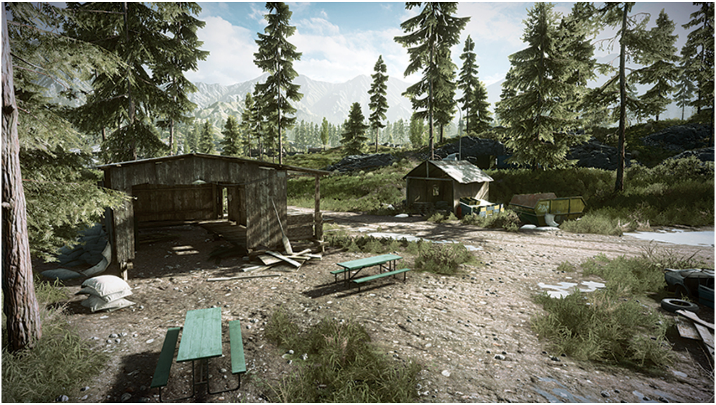


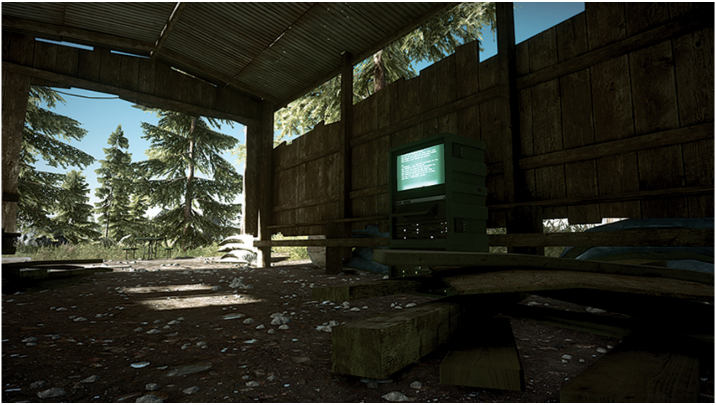
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers' helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



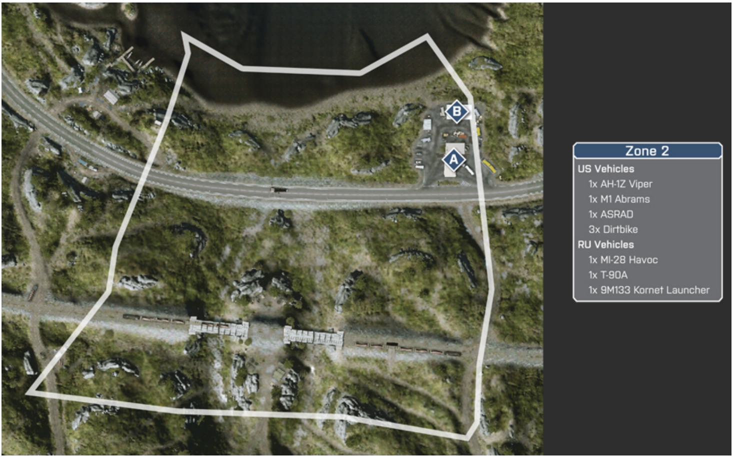






Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station



Zone 2

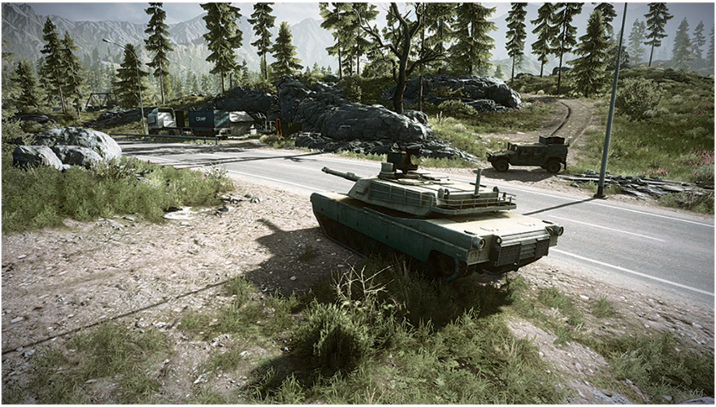
US Vehicles

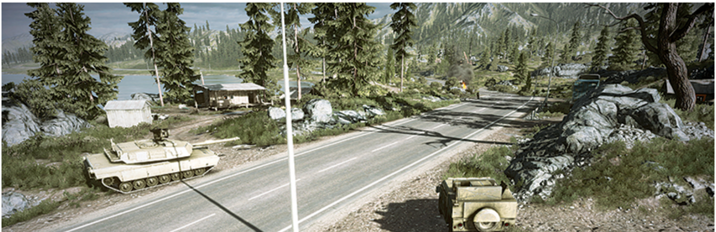
- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

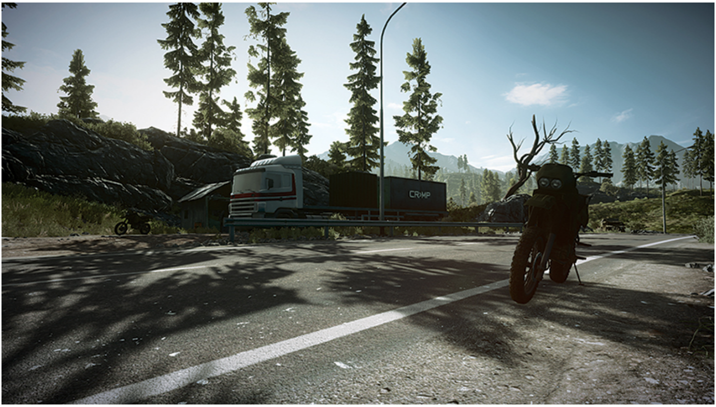
RU Vehicles

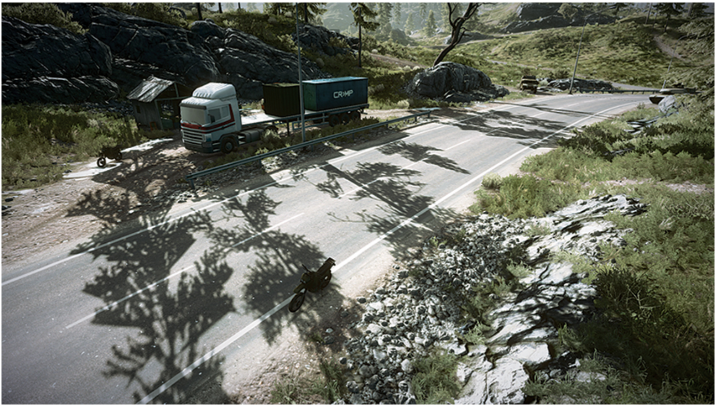
- 1x MI-28 Havoc
- 1x T-90A
- 1x 9M133 Kornet Launcher

US Deployment







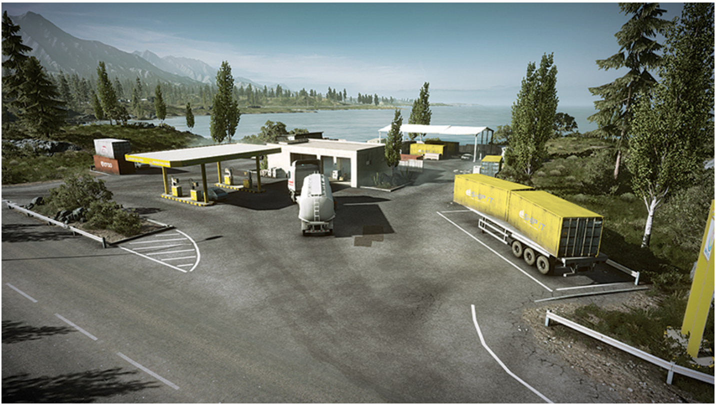


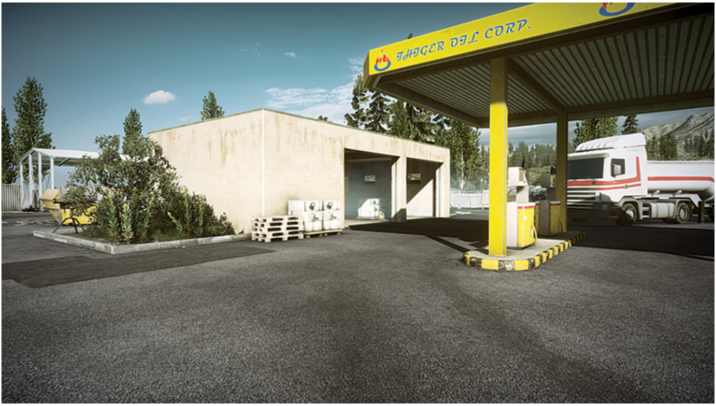
Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station's north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons' secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

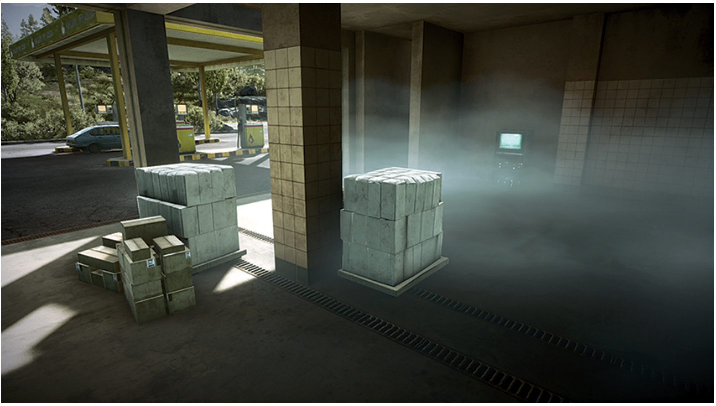
RU Deployment

Deploying from the east near the lakeshore, the RU team is able to quickly fortify the Gas Station objectives early on. Defenders should place snipers on the roof of the Gas Station to pick off attackers as they approach from the west. Setting a T-UGS motion sensor on the north side of the Gas Station lot is useful to monitor the activity around the station. . While this motion sensor can alert of attackers as they pass through, a MAV is an even better choice for detecting hostile troop movements because you can relocate the device easily. Once the MI-28 Havoc is in the air, the vehicle should proceed to the west of the Gas Station to cut off the attackers’ tank and AA jeep as they approach and prevent these heavy-hitting vehicles from establishing a foothold at the Gas Station. With the MI-28 Havoc doing the heavy lifting outside of the Gas Station’s vicinity, the T-90A can remain at the Gas Station to eliminate dirtbike and infantry units that enter the area.

M-COM Station A

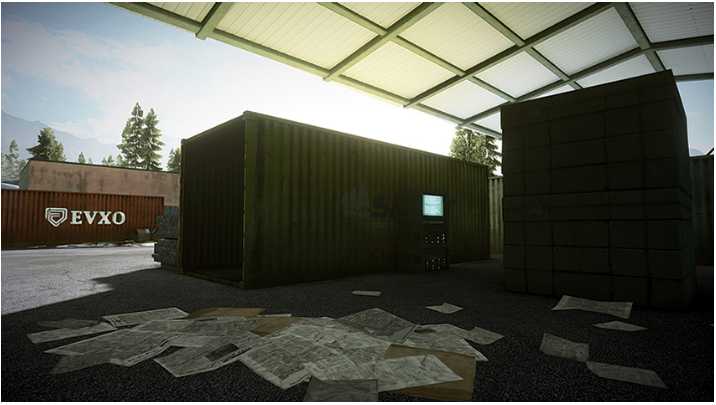






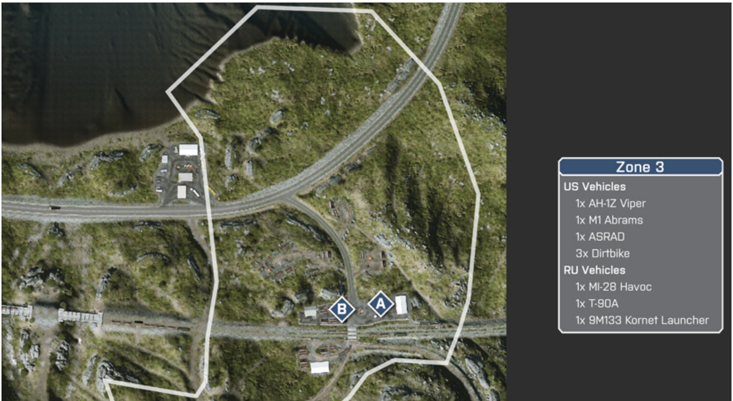
M-COM Station A is inside the garage building at the Gas Station. Attackers should approach by flanking the building to reduce their number of casualties. Dirtbikes should approach the building from the north and the south, and drop off their passengers as they continue past to draw fire away from teammates that are planting the charge. Defenders looking to maintain a presence near this objective should place claymores within the building and take positions on the rooftop. There are very few sight lines to directly monitor the objective and they usually require camping beside the nearby semi-trailer or going prone near the end of the Gas Station lot to the east. Attackers should deploy a MAV as they advance from the west to observe the building's rooftop, as well as get an overview of the Gas Station's east side.

M-COM Station B

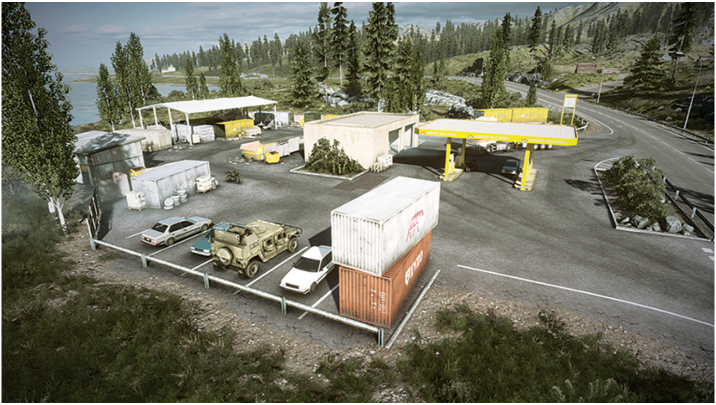


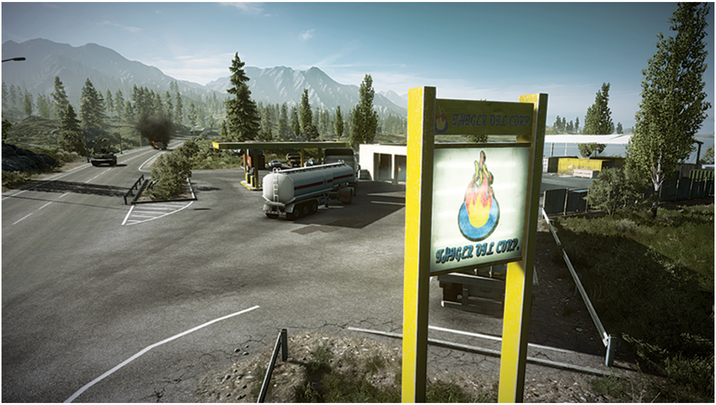
Located beneath a storage area between two yellow shipping containers on the north side of the Gas Station, M-COM Station B does not offer sight lines to observe the activity around it. While MAVs work great for monitoring the activity that occurs on the Gas Station property, MAVs have difficulty seeing soldiers that are concealed under the roof of the storage area. This means defenders must make use of T-UGS motion sensors—usually placed within the shipping containers themselves—to monitor the activity of the objective area. Given the confines of the area, attackers and defenders alike will not be able to approach the M-COM Station with a vehicle. Instead, defenders and attackers alike will be passing tanks through the north side of the Gas Station lot in an attempt to control this objective. Tank commanders that want to establish a presence here should remain on the grassy area to the north and the east after destroying the fence line to offer at least some visibility. By remaining off the pavement, tanks can avoid the mines that are littered around the Gas Station.

Zone 3: Lumber Yard



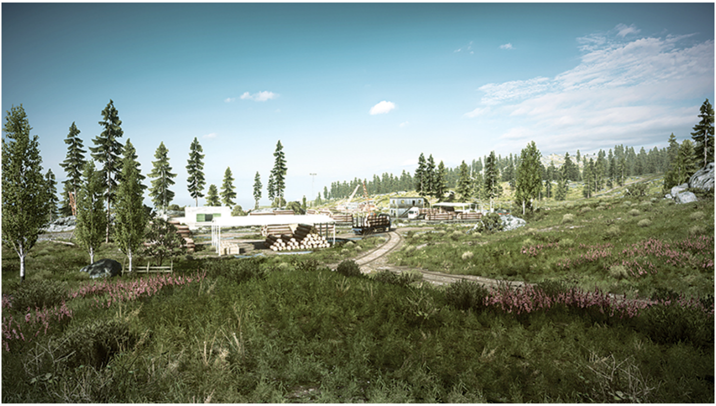
US Deployment





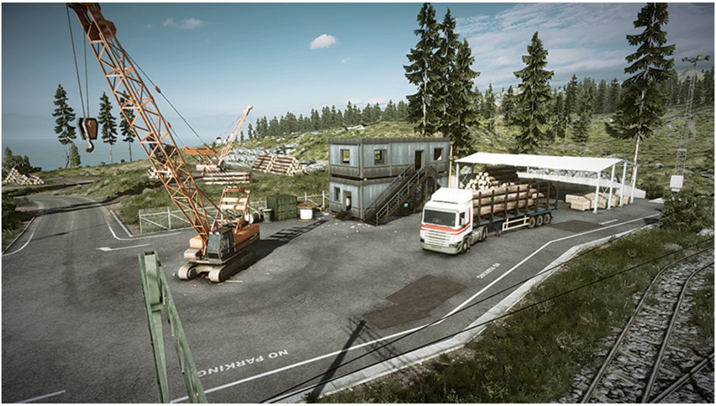
Deploying from the Gas Station, the US team will have to work their way uphill and to the south to approach the objectives. While the team can approach the Lumber Yard relatively unnoticed, securing the objectives will require a coordinated effort by both the armored vehicles and infantry units. When attacking the objectives, infantry should focus on flanking from the west and the east sides of the yard, while the heavily armed M1 Abrams and ASRAD take up positions in the center of the area to focus their firepower on the defenders that are deploying from the south. While this chaos ensues, the AH-1Z Viper can proceed south and approach the Lumber Yard from behind the defenders' deployment to eliminate threats en route to the yard. The team should focus its attention on one objective at a time to keep from being spread too thin between the objectives.

RU Deployment



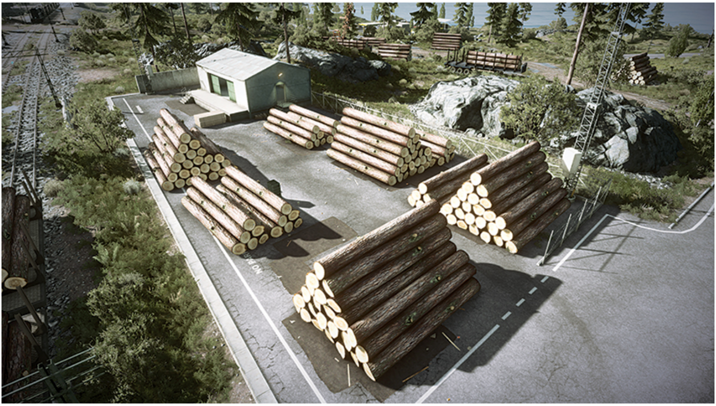
Deploying south of the Lumber Yard, the RU team can advance and quickly take up positions throughout the yard. Fortifying the yard is essential when defending the objectives here. One opportunity to secure the area is from within the two-story office building on the east side of the yard. From the second floor, defender snipers can cover the west side of the yard and attack hostiles that are approaching the timber piles there, as well as observe movements slightly to the north. The MI-28 Havoc should monitor the approach of vehicles from the north and alert infantry units if heavy vehicles attempt to flank the yard by keeping off the road to the north. The lumber piles to the west side of the yard can be destroyed by the heavy weapons found on tanks and AA jeeps. These large piles form good cover for the attacking forces and should be destroyed to allow for greater visibility of enemy movements.

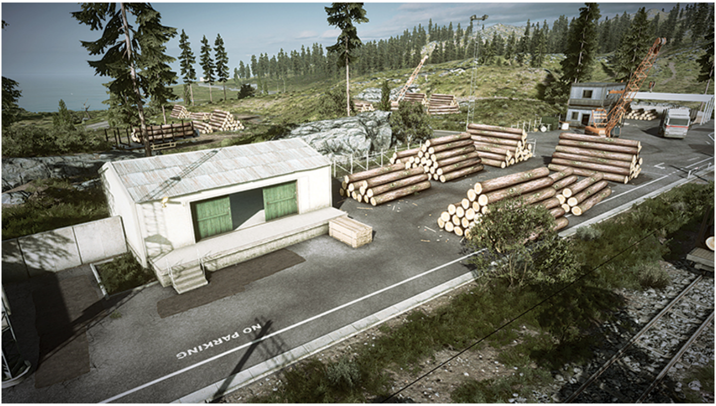
M-COM Station A

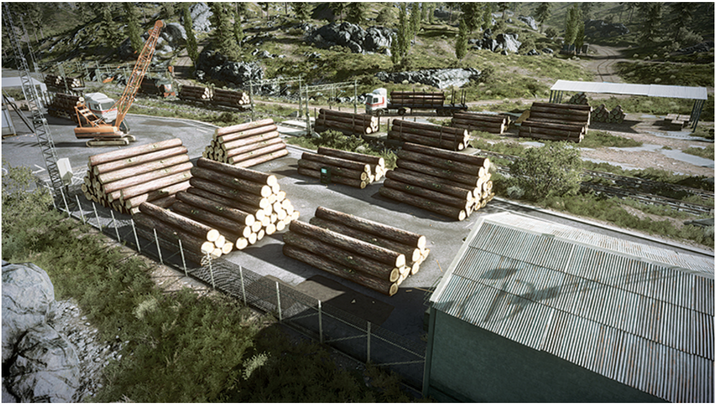


M-COM Station A is positioned below the stairs leading to the second floor of the office building on the east side of the Lumber Yard. The objective is exposed, so attackers should use care when attempting to plant a charge. Defenders looking to keep the objective in their view can take position on the rocky hill to the southeast of the objective. Although not concealed while here, a skilled sniper can eliminate threats that approach the objective and then relocate before being spotted. Attackers should also clear the first floor of the office building while their teammates are planting the charge, as the building is a home for camping defenders. Defenders looking to protect the objective can use the covered storage area on the east side of the yard to maintain cover while firing on the objective area.

M-COM Station B

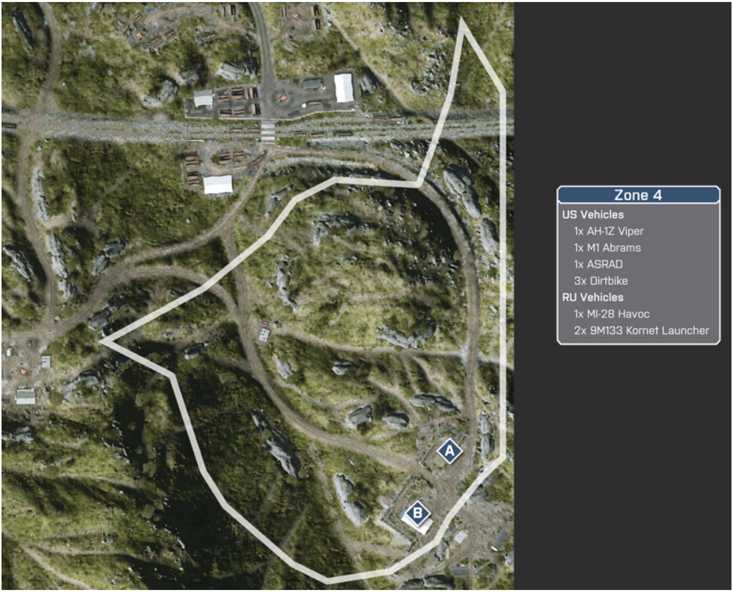




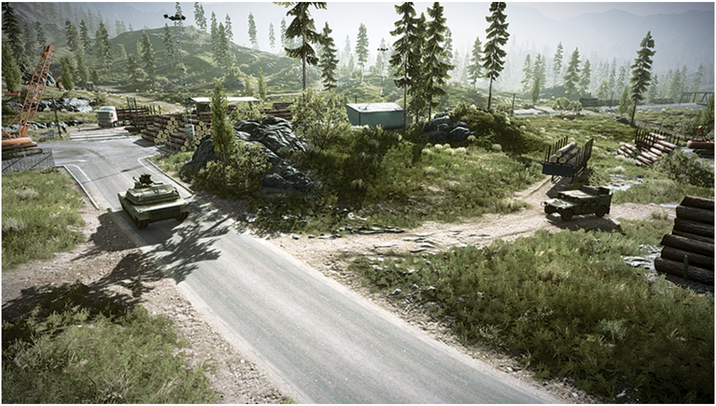


Located among piles of timber on the Lumber Yard's west side, M-COM Station B is open to attack from the north. Attackers looking to approach the objective should break through the chain-link fence north of the lumber piles to avoid the attention of defenders that will be focusing on the M1 Abrams and ASRAD as they enter the Lumber Yard. Defenders should use the T-90A to blow apart the timber piles and remove some of the potential cover so that it can't be exploited by attackers. The defenders' narrow sight line requires a sniper to be within the building on the west side of the yard and peer out from the large double doors toward the objective. Helicopters from both teams will be circling this objective, so engineers should be focused on destroying these prying eyes as their teammates make their approach.

Zone 4: Hillside Base

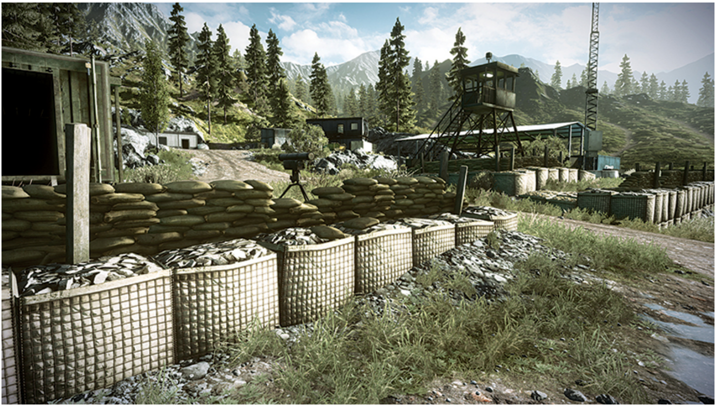


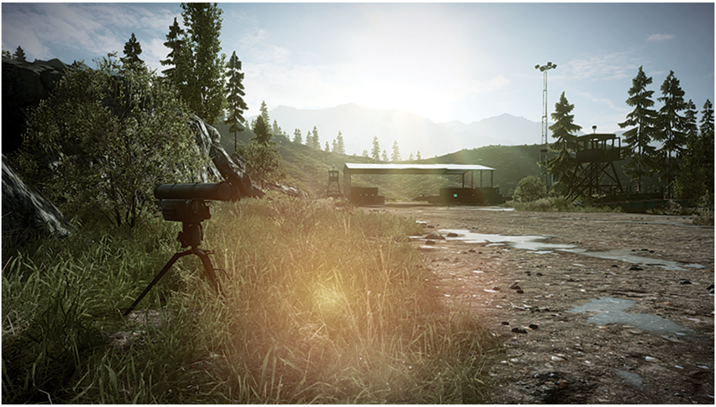
US Deployment



This final stage of the battle sees the US team deploying from the Lumber Yard. With the objectives located at the hillside base to the southeast, the attackers will have to make their way uphill as they move southeast to engage their target. While two roads lead to the base from the Lumber Yard, it would be wise to keep the M1 Abrams and ASRAD off them with and move directly south to approach the objectives from the west, flanking defenders in the process. If the AH-1Z Viper can eliminate the MI-28 Havoc and keep it out of the skies, the US team will have only infantry units to contend against. By making use of the M1 Abrams and ASRAD, the attackers can overpower and maintain a firm presence at the hillside base throughout this final stage of the battle.

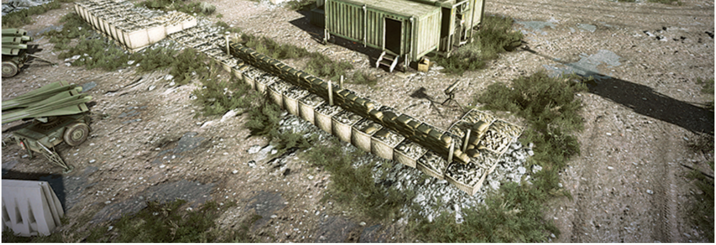
RU Deployment

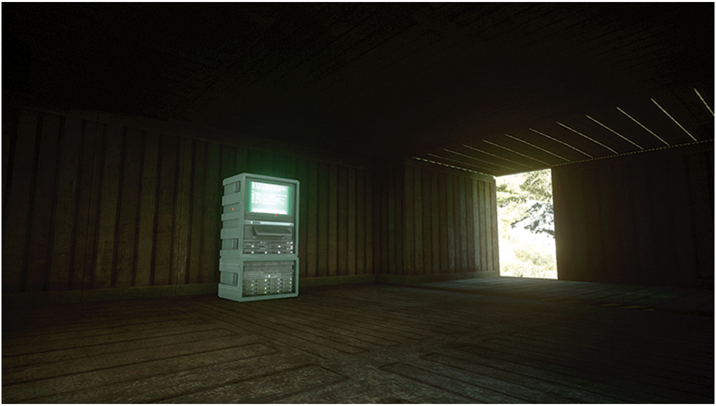




At this stage of the battle, the RU team is at a great disadvantage. With only the MI-28 Havoc and two 9M133 Kornet Launchers to provide defense, the team will have to coordinate their movements to prevent the attackers from making their way uphill from the north. Defending engineers should focus their attention on destroying the AH-1Z Viper and free up the skies for their MI-28 Havoc to handle the task of eliminating the threat presented by the opponents' tank and AA jeep. To control the flow of dirtbikes into the area, mines should be placed within the central area of the base. The south side of the base provides a watchtower and a two-story office for sight lines of the objective areas. These can both be used to pick off attackers as they approach to plant their charges.

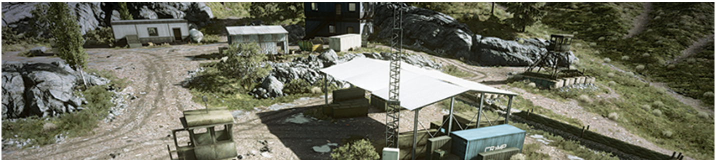
M-COM Station A

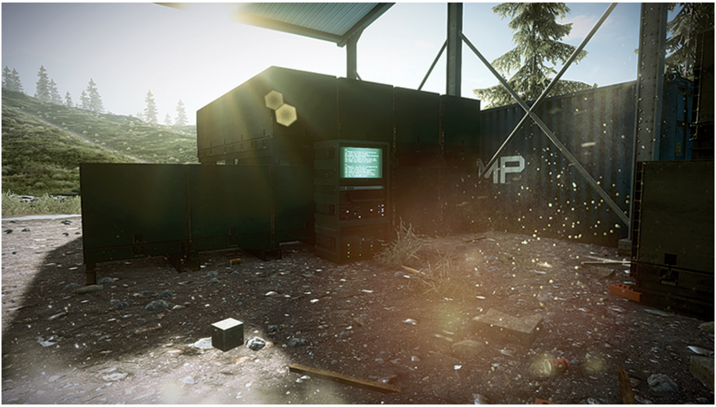




Located within a makeshift bunker of the north side of the base, M-COM Station A has only one possible sight line. This sight line requires taking position atop a rocky hill due east of the bunker. Even though the objective can not be easily observed, the area surrounding the bunker lacks any real opportunity to approach undetected. For attackers, this means that planting the charge will result in a high number of casualties unless defenders can be kept away from the objective by using a helicopter or by heavy weapons fire from vehicles. Defenders will try to camp this location, so attackers should throw in a grenade to flush out any threats prior to entering. The same can be said about attackers, who will remain within the bunker after planting the charge. Defenders will have to clear the room before entering to safely disarm the charge. Defenders would be wise to place C4 within the bunker and wait for an attacking squad to enter before detonating to maximize the potential of this booby trap.

M-COM Station B

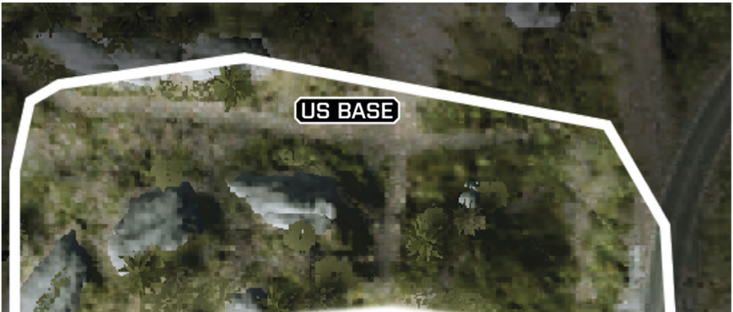


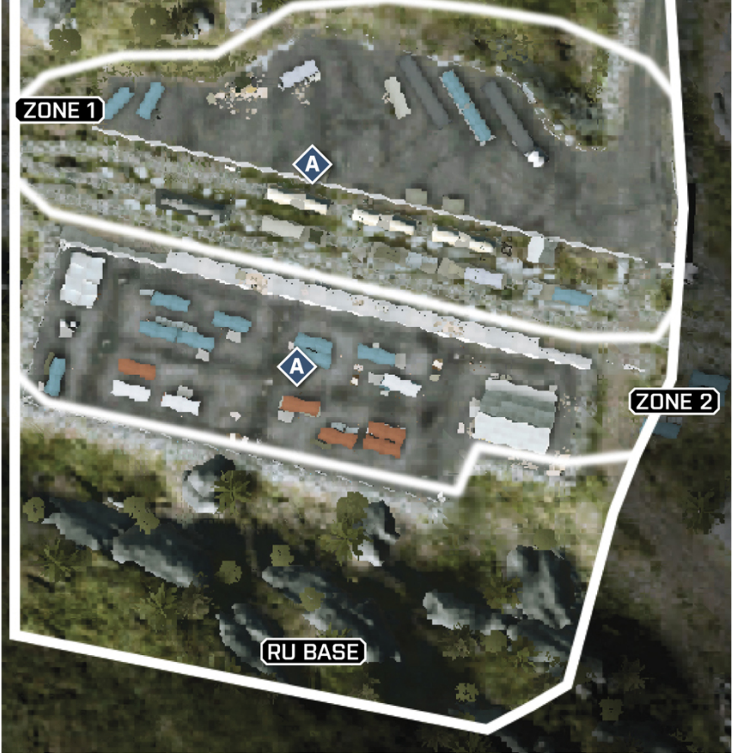


Located beside weapons crates under a covered area on the south side of the base, M-COM Station B cannot be observed easily. However, you can observe units approaching this area by taking position atop the watchtower or the second story of the building on the base's south side. Attackers attempting to arm a charge on this objective should approach from the west and climb over the sandbags there. Defenders benefit from having their helicopter maintain a presence west of the base, guarding against the approach of vehicles from the north and bombarding enemy infantry as they approach. Engineers should be in place to target and destroy the attackers' helicopter when it comes to threaten the MI-28 Havoc. Attackers should bring their ASRAD in close from the north and use its secondary fire option to fire upon the objective site and suppress defenders that are encamped there and in the building on the south side of the base.

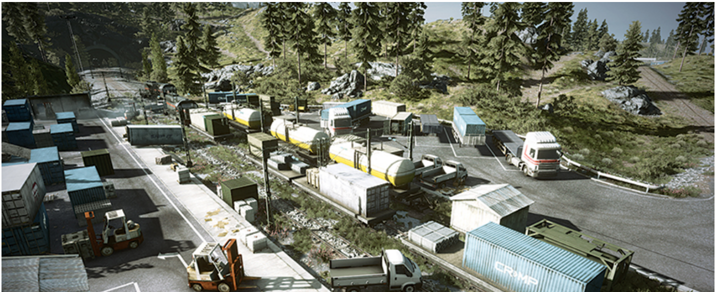
Squad Rush

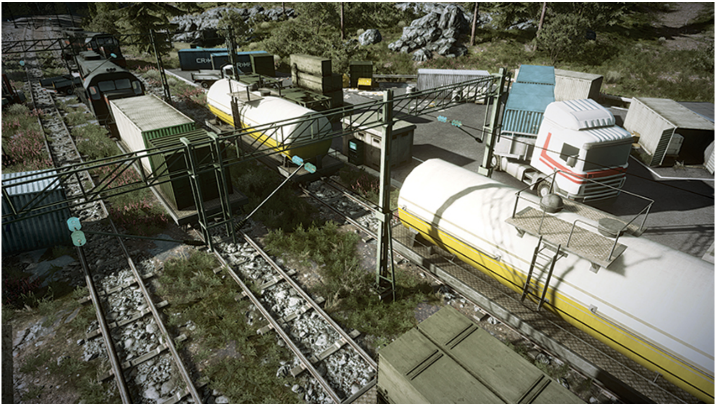
Kiasar Railroad's Squad Rush battle is focused around the Train Station. This location provides plenty of opportunities for cover and flanking your enemy by using the train cars and shipping containers that stand about the station. Sight lines are few and far between, so recon soldiers should opt to use shotguns or PDWs instead of their sniper rifles. During this face-paced firefight, deployment of MAVs is useful when approaching objectives to ensure that hostiles are not hiding around the next bend. Attackers and defenders alike will find that fanning out as they advance upon the objective works well to root out hostiles that may be camping around the objective. The fight here may be reminiscent of a deathmatch round, but the placement of booby traps like C4 and claymores will help your team maintain control of the chaos in the field. For soldiers looking to camp objectives, expect to be stabbed in the back frequently if a squad mate is not there to cover your back.





Zone 1





CRMP
CRMP
PARKING

During the first stage of this battle, the M-COM is on the north side of the Train Station against a power box near a tanker car. Defenders should deploy a MAV to observe the movements of attackers entering the area from the north. When camping this objective, defenders should take positions north of the objective since attackers will run through the area without looking back at the container or vehicle they just ran past. Attackers should approach from the west, as the train cars run parallel with the objective, offering sight lines past the objective to spot oncoming defenders while providing cover positions that attackers can duck into. Soldiers proficient with grenades can use the train cars and shipping containers here to deflect their grenades and limit the amount of time they are exposed while throwing them.

Zone 2

EVXO
EVXO
HYENA
CRMP
CRMP
CRMP
CRMP
CRMP

EVXO
MP
CRMP
EVXO
EVXO

The objective of the second stage of this battle is on the south side of the Train Station, positioned against a blue shipping container. Defenders are afforded a sight line of the objective. This sight line is on the southeast side of the Train Station, behind a building near the fence line. From this position, defenders can fire on hostiles as they attempt to plant a charge and bleed the enemy of tickets until they are aware of the direction of fire. Savvy attackers will also exploit this position, as they will be able to cover their squad mates from here after the charge is planted and pick off defenders attempting to disarm. With most of the firefight occurring in the southeast corner of the station, deployment of T-UGS motion sensors can assist squads in detecting the enemy's movements. While this fight will be bloody and cutthroat to the end, the first team to place booby traps and maintain them on the field will quickly overpower their foe.

Air Superiority

Unlike other maps, Air Superiority over Kiasar Railroad offers few advantages for pilots. Teams should prioritize their loadouts to include fire extinguishers and air radar. The objectives are suspended above the lake, except for Objective A, which is above the foot of the mountain range. Combat will see enemies attempting to stay on a plane's six. If the enemy begins to tail, planes can be brought in low and skim across the lake. Less experienced pilots may follow and crash into the water or the lakeshore, as they are unable to pull up in time. Teams should maintain contact with one another and fly in formation. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break their weapon locks. Outflying and outwitting the enemy is the name of the game.

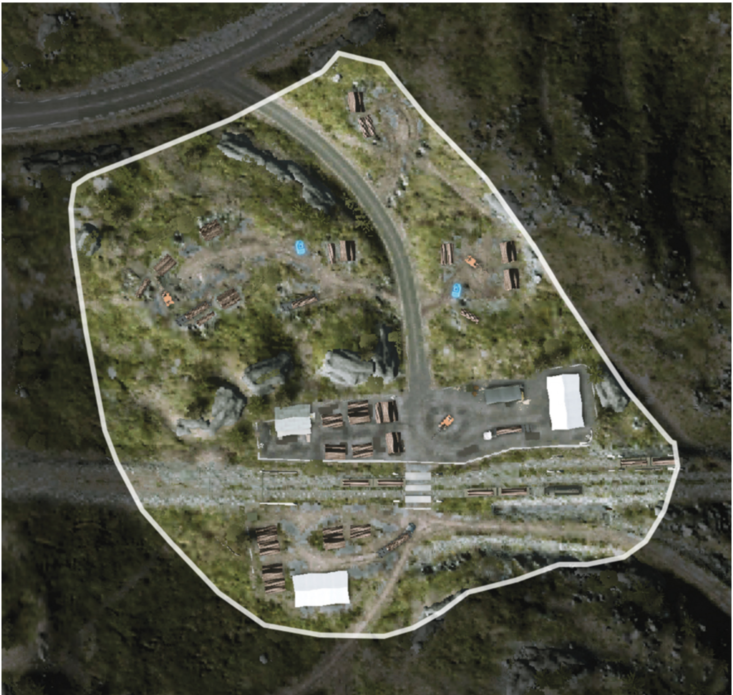
Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.

	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

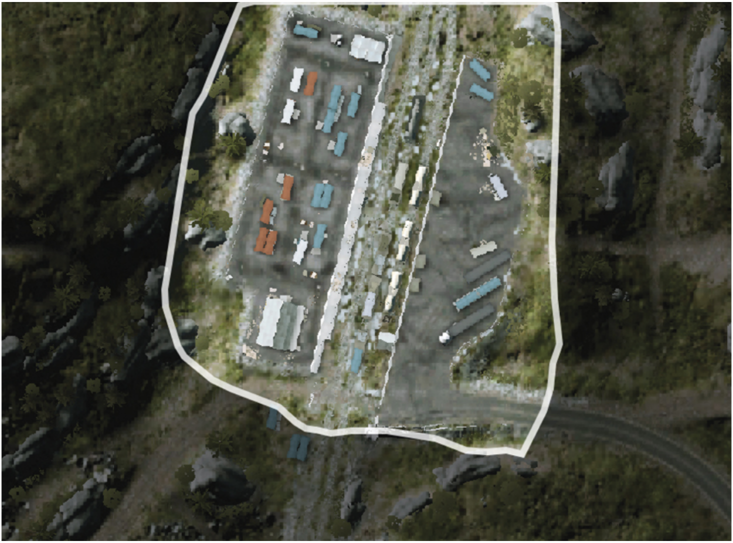
Squad Deathmatch

In this mode, the action is focused around the Lumber Yard of Kiasar Railroad and the surrounding hills. While the squads can exploit the IFV to maintain the Lumber Yard area itself, once it's off-road the vehicle is susceptible to being destroyed by engineers and support-class soldiers that entrench themselves among the timber piles that surround the yard. When driving the IFV through these roads, keep an eye out for mines and the occasional SOFLAM on a hill. Gaining the advantage in this battle will require maintaining a presence at the Lumber Yard, using the sight lines that are available here—like the two-story office and storage area to the southwest—to pick off enemy squads as they pass through the area. During the battle, uncoordinated squads lacking experience or lone wolves will have a difficult time ripping the Lumber Yard from the grasp of more experienced squads working as a unit to shut down the enemy advance.

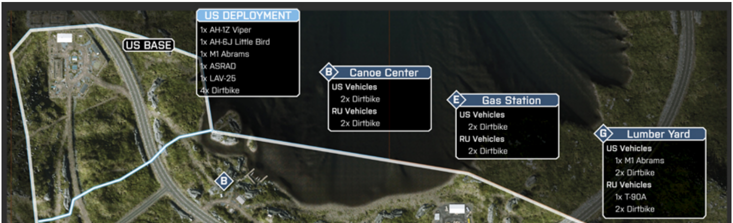


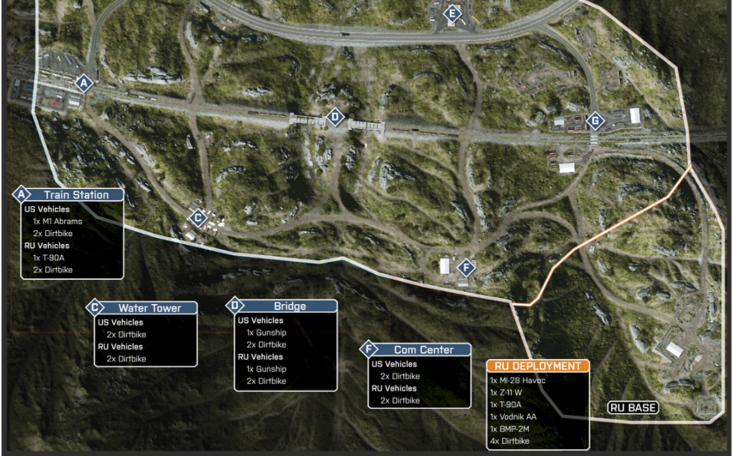
Team Deathmatch

For Team Deathmatch, the carnage enfolds in the Train Station, where there is plenty of cover in the form of train cars, shipping containers, and semi-trucks. The battle will play out through close-quarters combat, with the only sight lines running east and west between the cover spots that sit parallel to one another in the field. Experienced teams will opt to keep the conflict on the south side of the Train Station, making use of the shipping containers to flank and overpower their opposition. While T-UGS motion sensors are commonly used during a Team Deathmatch battle, the deployment of MAVs can be much more beneficial here given the exposure of the field from above. This tactic will alert the team of enemy positions as the frantic combat below comes to a head. While shotguns are the go-to weapon for this mode, the long corridors created by the train cars let the worth of carbines shine. While weaving in and out of cover, teams should be placing claymores to dominate the opposition as they negotiate the confines of the rail yard.



Conquest 64





Click here for interactive maps

During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map's uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map's north side on the road near the lake.

US Base

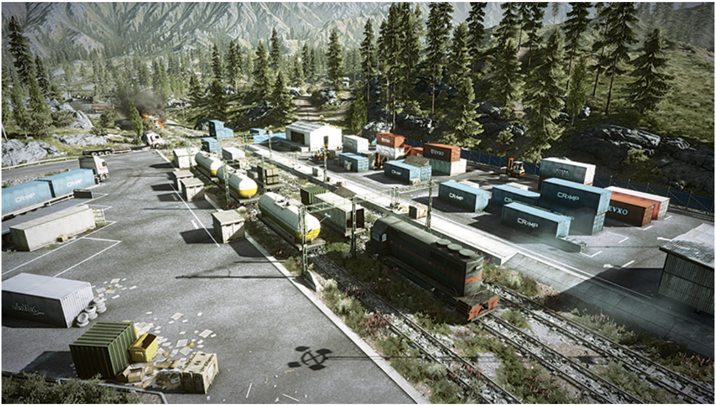
Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

RU Base

Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to fire upon the US team-controlled north and push back hostiles that are attempting to make their way uphill.

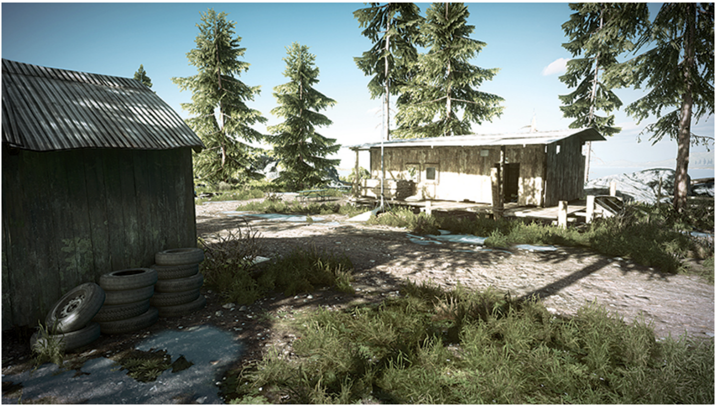
Train Station

CR›MP
CR›MP
CR›MP



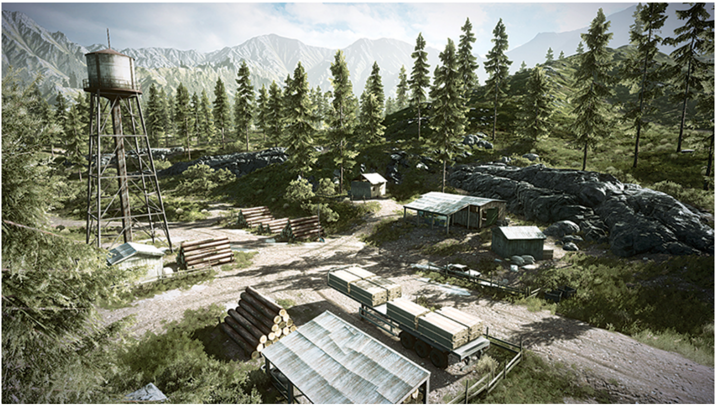
Located in the far west, the Train Station (A) is likely to be controlled through most of the battle by the US team given its proximity to the US team's deployment. Its flag is exposed on the south side of the station near a forklift. Although it is exposed to attack from the east and from the air, the flag is obscured from view by train cars and shipping containers to attackers advancing on this control point from the north,. Larger vehicles should not stay near the shipping containers here, as avoiding mines and C4 attack can be difficult when navigating the confines of the station. Instead, these vehicles should opt to escort infantry units into the station and fire on hostiles from afar, making sure that escape is possible if engineers or support class soldiers are in the area. When approaching this area, watch the hills behind the station to the south for snipers that have taken position atop the rocky ridge there.

Canoe Center



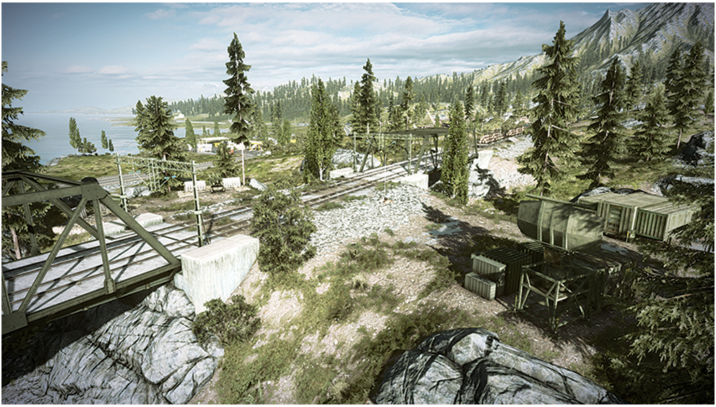
Positioned on the northwest corner of the map, the Canoe Center (B) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the exposure of this area leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or the nearby yellow dumpster.

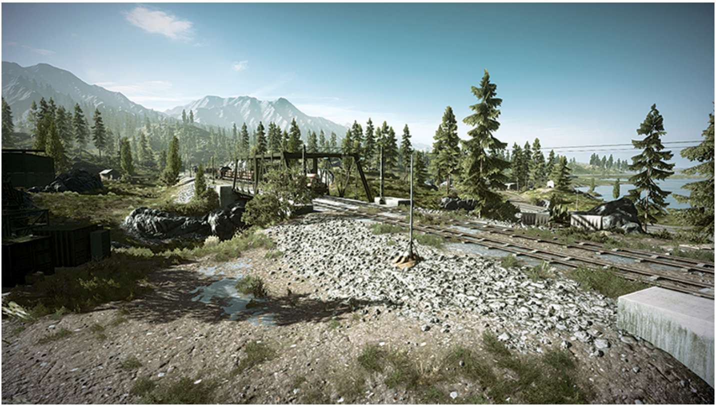
Water Tower

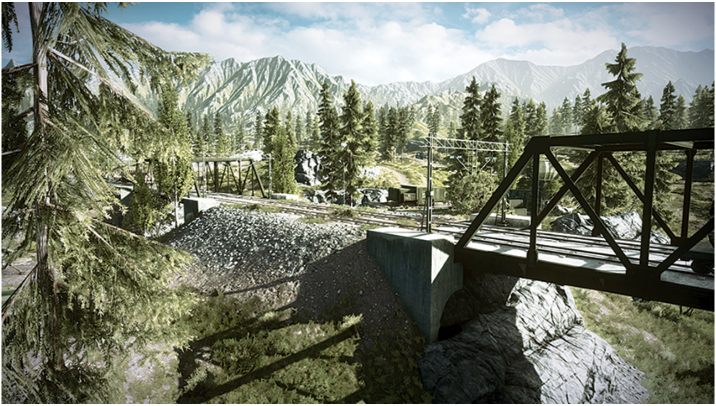


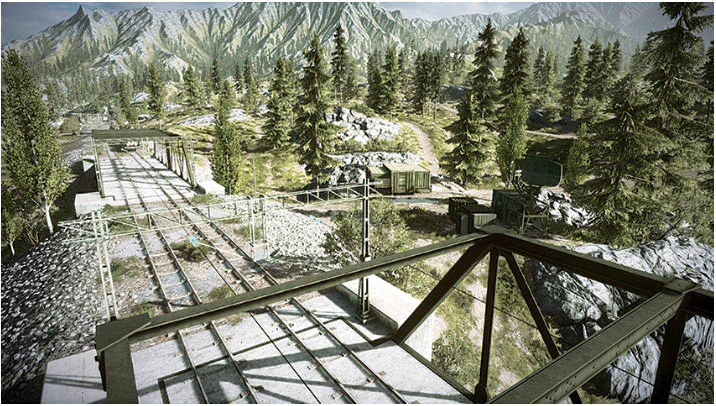
Located on the southwest corner of the map, the Water Tower (C) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile, near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

Bridge





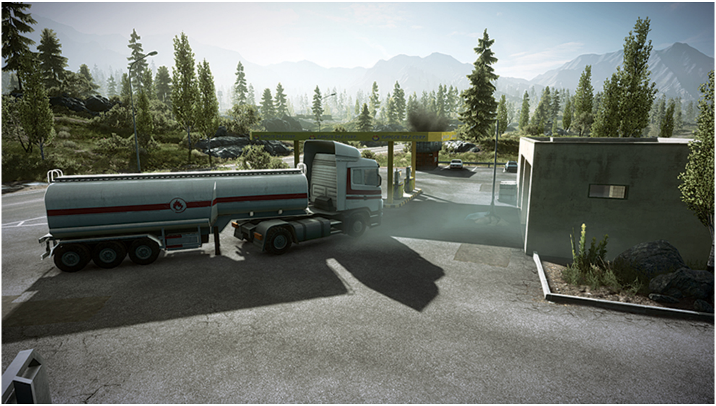




Easily the most contested point on the map, the Bridge (D) is in the center of the map, with its flag being on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy vehicle positions so that this powerful weapon can pick them off as they move through the uneven terrain. From the north side of the Bridge (D) area, IFVs can fire on the Gas Station (E) to the northeast and eliminate threats entrenched there.

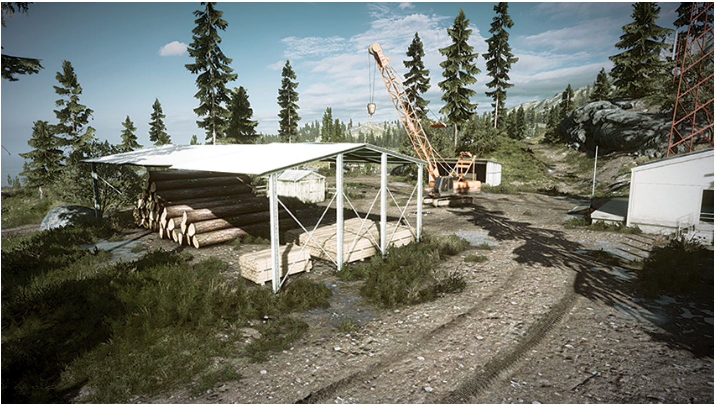
Gas Station

EVXO
SHIP IT



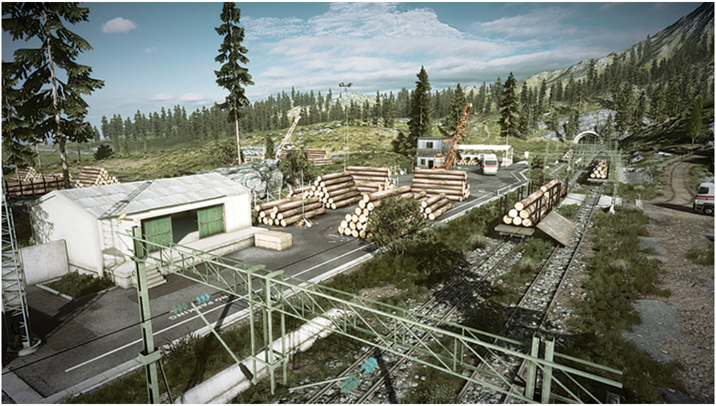
Located on the northeast side of the map, the Gas Station (E) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



On the southeast end of the map is the Com Center (F). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Lumber Yard

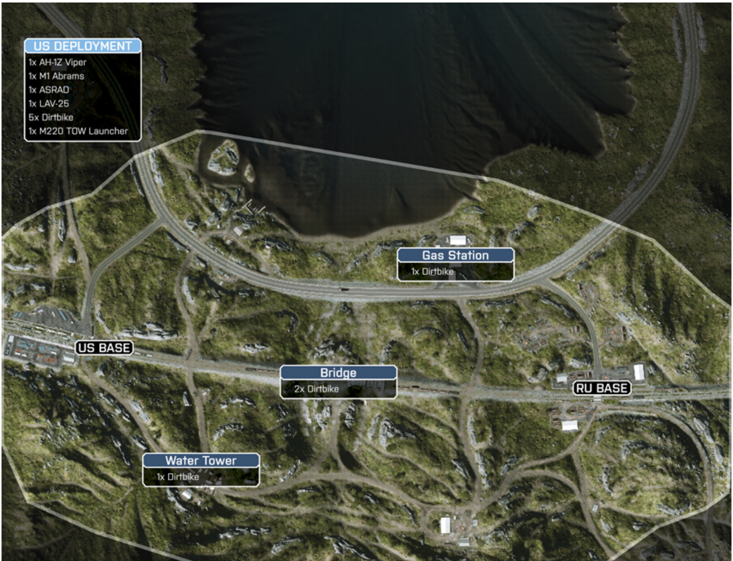


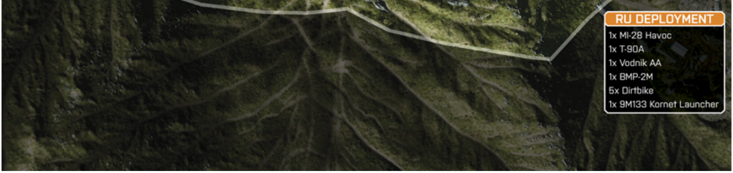
Because it is the farthest east control point on the map, the Lumber Yard (G) will most likely be controlled by the RU team throughout most of the battle. The flag is located on the Lumber Yard's west side and is surrounded by piles of timber. It may seen exposed but is actually one of the map's most fortified control points. For a team trying to capture this point, these piles of timber can also provide hostile squads with an opportunity to flank the unobservant. While a squad is capturing this point, it would be wise to position a sniper in the second-floor window of the office to the east. This sniper can spot and pick off hostiles that are approaching the flag area. When entering this area, it is a good idea to make sure this office building is clear before approaching the flag. For the team looking to maintain this point with minimal effort, placing claymores near the timber piles is an efficient method to retain control.

Caution

While the timber piles provide good cover from enemy infantry, these ramparts are easily breached by the high-powered weaponry of tanks, IFVs, and AA jeeps.

Capture the Flag





Click here for interactive maps

During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base

CR>MP
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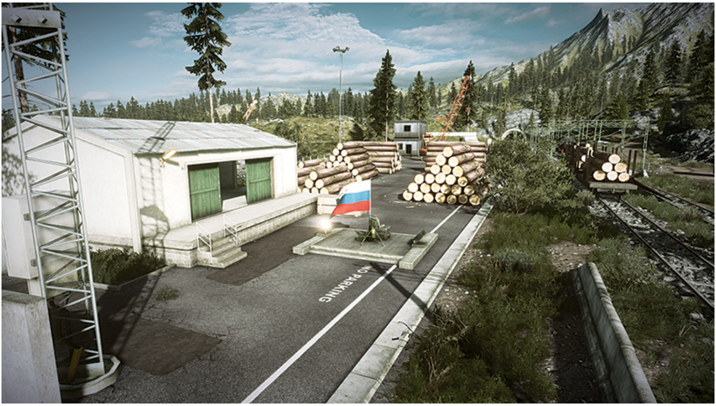
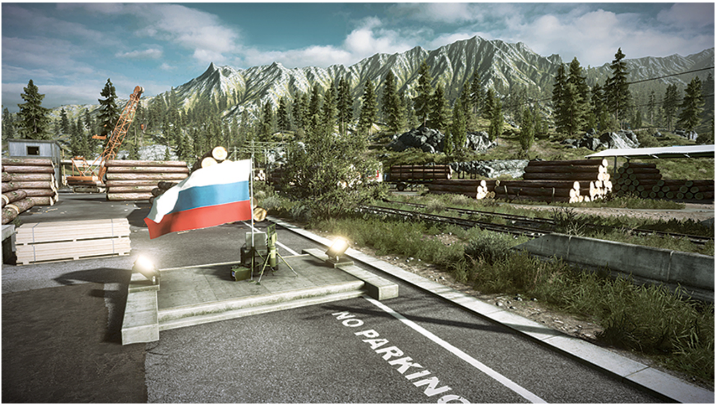
Located at the Train Station on the maps west side, the US Base is vulnerable to being flanked from both the north and the south. An efficient tactic to monitor the base and the surrounding area is for the team's helicopter to maintain a presence above the Train Station. This means infantry units can be alerted early to fast moving dirtbikes that are closing in to capture the flag. Another vehicle that should stay within the vicinity of the base is the ASRAD, which can defend the base from both land vehicles and the enemy helicopter. While these two vehicles maintain a presence here, the M1 Abrams and LAV-25 can advance southeast to bombard the RU base from afar and the US team's dirtbikes enter the Lumber Yard to take possession of the flag. When returning, vehicles should avoid staying on the rails, as they are sure to be littered with mines.

RU Base

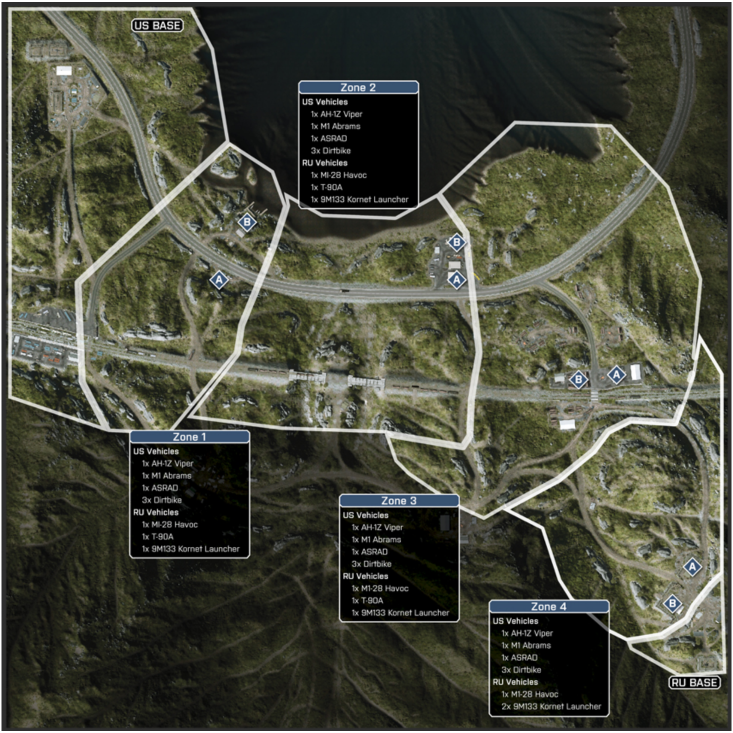




Located at the Lumber Yard on the east side of the map, the flag of the RU Base is among timber piles on the yard's west side. To provide a vantage point over the flag, a recon soldier should take position inside of the office on the east side of the yard. From the second-floor windows, a sniper can observe the flag and the surrounding area. A helicopter should circle the Lumber Yard and maintain a presence over this area to spot enemies as they approach. While this task can be performed by the sniper in the office building, the helicopter has the firepower sufficient to eliminate the threat presented by larger vehicles. Placing mines along the tracks near the west entrance to the Lumber Yard can prevent fast-moving dirtbikes from taking the flag by surprise. Placing the Vodnik AA at the yard's north entrance can help push back hostiles coming from the northern road, as well as pose a significant threat to the enemy helicopter if it comes within the Lumber Yard's airspace. When advancing on the US team's base, the attack should be directed from the south, as the hills provide an elevated position to fire on the base with the T-90A and BMP-2M.

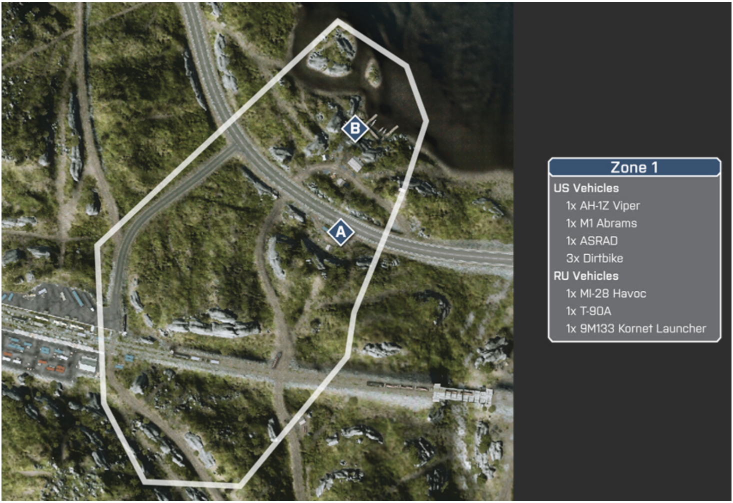
Rush

The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.



Click here for interactive maps

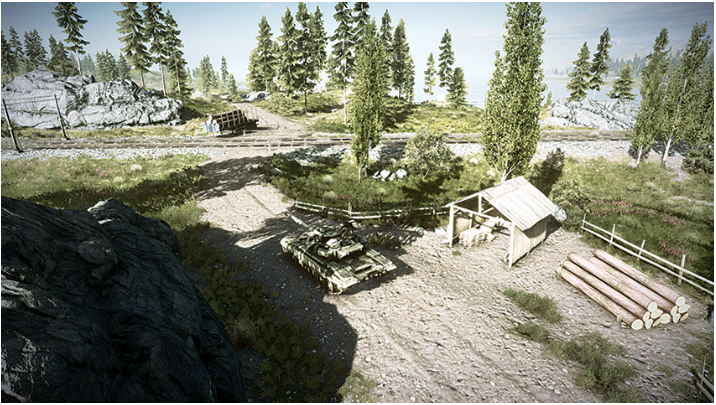
Zone 1: Canoe Center

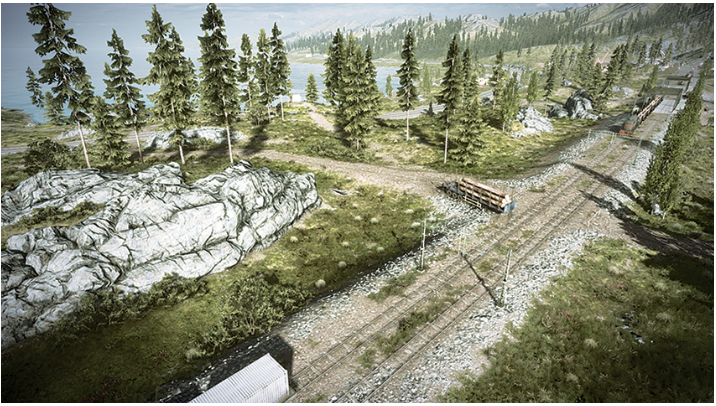


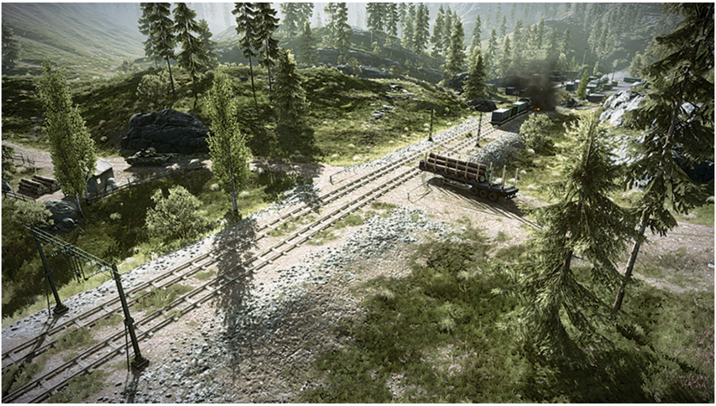
US Deployment

Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

RU Deployment

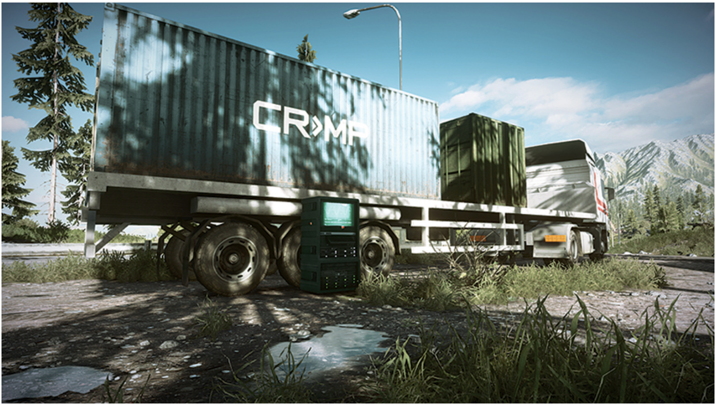






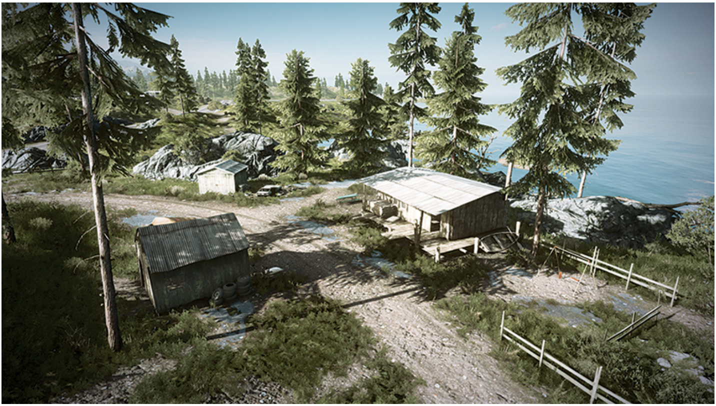
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers' vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team's deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers' vehicles at bay, defenders can force the attackers into a stalemate early on.

M-COM Station A



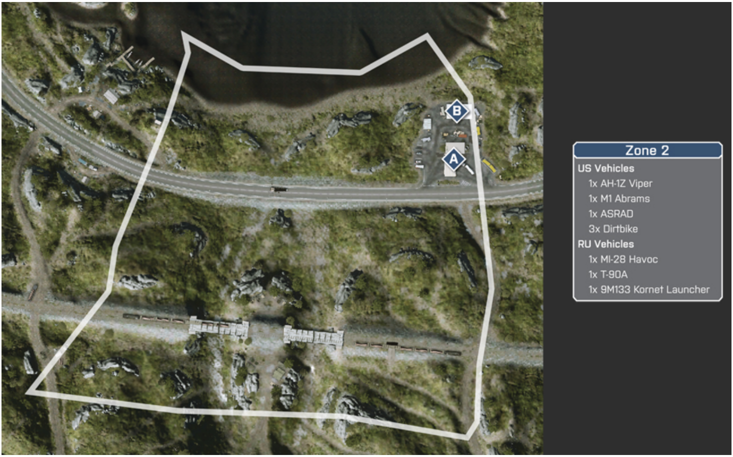
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers' helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station



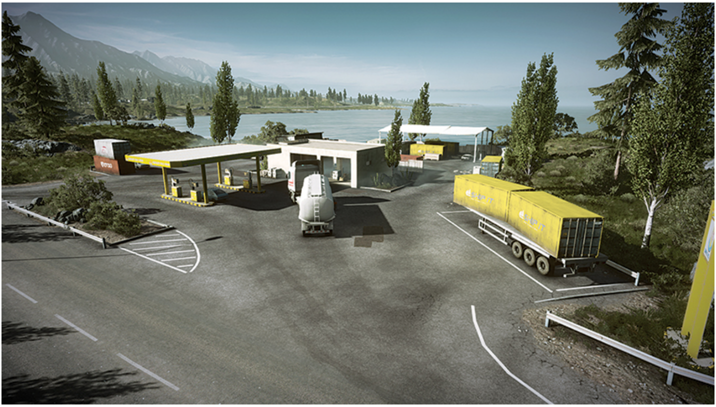
US Deployment

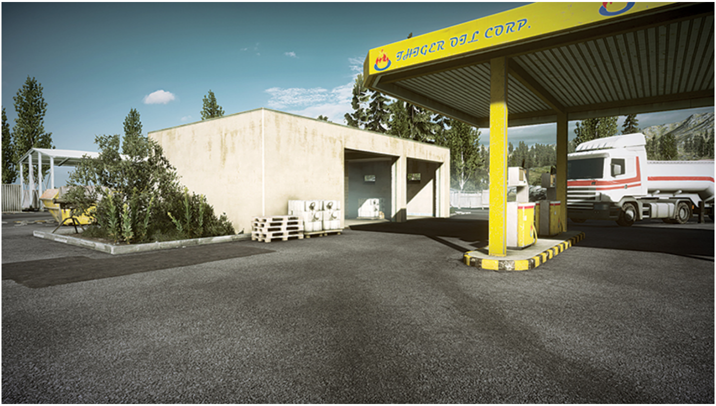
Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station's north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons' secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

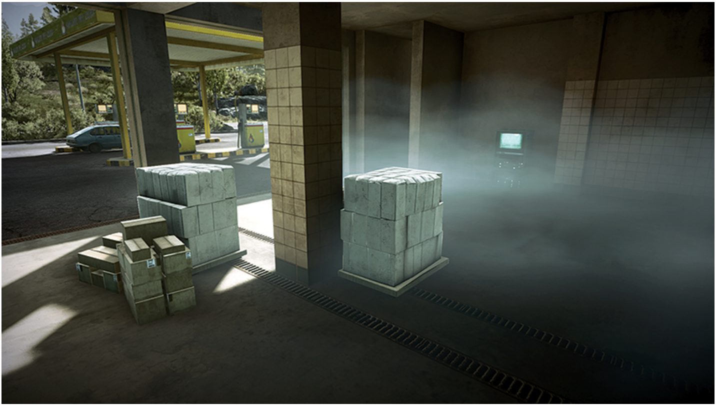
RU Deployment

Deploying from the east near the lakeshore, the RU team is able to quickly fortify the Gas Station objectives early on. Defenders should place snipers on the roof of the Gas Station to pick off attackers as they approach from the west. Setting a T-UGS motion sensor on the north side of the Gas Station lot is useful to monitor the activity around the station. . While this motion sensor can alert of attackers as they pass through, a MAV is an even better choice for detecting hostile troop movements because you can relocate the device easily. Once the MI-28 Havoc is in the air, the vehicle should proceed to the west of the Gas Station to cut off the attackers' tank and AA jeep as they approach and prevent these heavy-hitting vehicles from establishing a foothold at the Gas Station. With the MI-28 Havoc doing the heavy lifting outside of the Gas Station's vicinity, the T-90A can remain at the Gas Station to eliminate dirtbike and infantry units that enter the area.

M-COM Station A

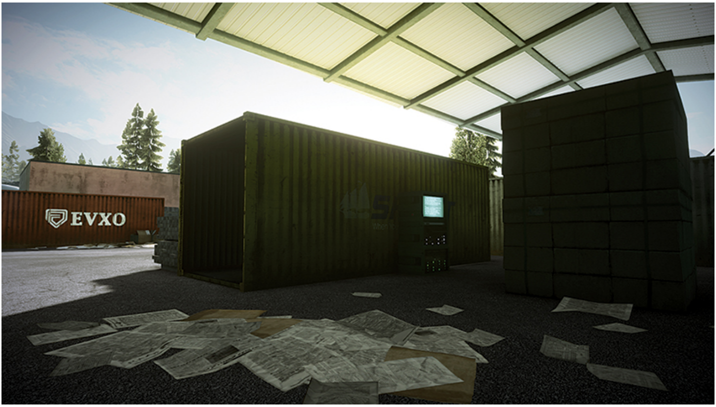






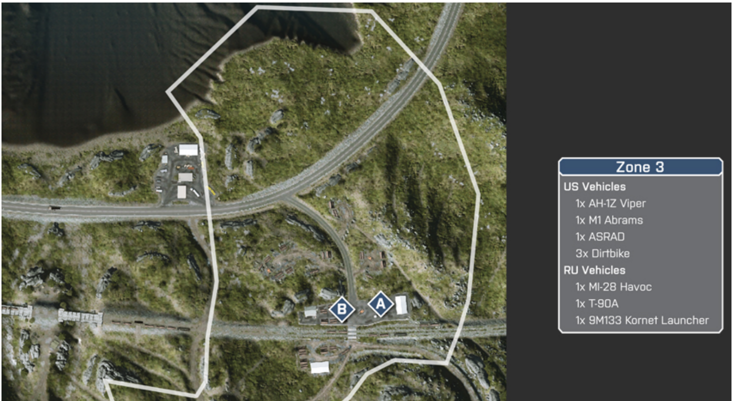
M-COM Station A is inside the garage building at the Gas Station. Attackers should approach by flanking the building to reduce their number of casualties. Dirtbikes should approach the building from the north and the south, and drop off their passengers as they continue past to draw fire away from teammates that are planting the charge. Defenders looking to maintain a presence near this objective should place claymores within the building and take positions on the rooftop. There are very few sight lines to directly monitor the objective and they usually require camping beside the nearby semi-trailer or going prone near the end of the Gas Station lot to the east. Attackers should deploy a MAV as they advance from the west to observe the building's rooftop, as well as get an overview of the Gas Station's east side.

M-COM Station B

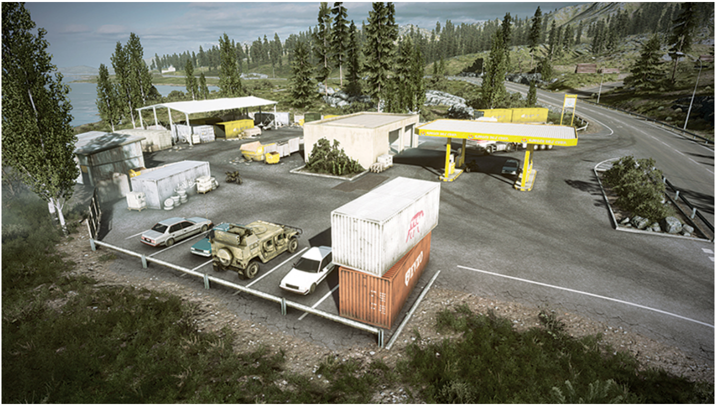


Located beneath a storage area between two yellow shipping containers on the north side of the Gas Station, M-COM Station B does not offer sight lines to observe the activity around it. While MAVs work great for monitoring the activity that occurs on the Gas Station property, MAVs have difficulty seeing soldiers that are concealed under the roof of the storage area. This means defenders must make use of T-UGS motion sensors—usually placed within the shipping containers themselves—to monitor the activity of the objective area. Given the confines of the area, attackers and defenders alike will not be able to approach the M-COM Station with a vehicle. Instead, defenders and attackers alike will be passing tanks through the north side of the Gas Station lot in an attempt to control this objective. Tank commanders that want to establish a presence here should remain on the grassy area to the north and the east after destroying the fence line to offer at least some visibility. By remaining off the pavement, tanks can avoid the mines that are littered around the Gas Station.

Zone 3: Lumber Yard



US Deployment



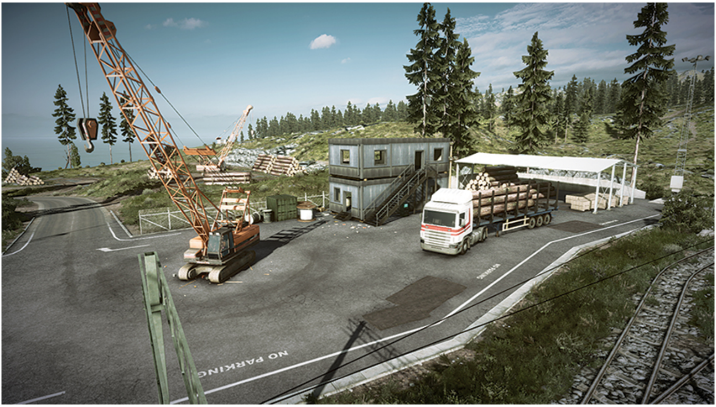
THIGER OIL CORP
THIGER OIL CORP.

Deploying from the Gas Station, the US team will have to work their way uphill and to the south to approach the objectives. While the team can approach the Lumber Yard relatively unnoticed, securing the objectives will require a coordinated effort by both the armored vehicles and infantry units. When attacking the objectives, infantry should focus on flanking from the west and the east sides of the yard, while the heavily armed M1 Abrams and ASRAD take up positions in the center of the area to focus their firepower on the defenders that are deploying from the south. While this chaos ensues, the AH-1Z Viper can proceed south and approach the Lumber Yard from behind the defenders' deployment to eliminate threats en route to the yard. The team should focus its attention on one objective at a time to keep from being spread too thin between the objectives.

RU Deployment

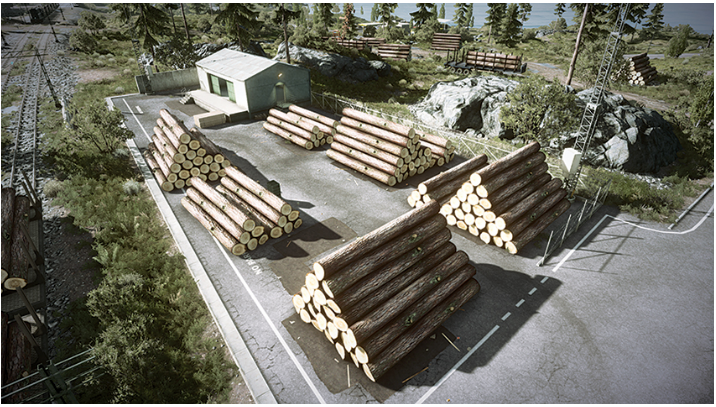
Deploying south of the Lumber Yard, the RU team can advance and quickly take up positions throughout the yard. Fortifying the yard is essential when defending the objectives here. One opportunity to secure the area is from within the two-story office building on the east side of the yard. From the second floor, defender snipers can cover the west side of the yard and attack hostiles that are approaching the timber piles there, as well as observe movements slightly to the north. The MI-28 Havoc should monitor the approach of vehicles from the north and alert infantry units if heavy vehicles attempt to flank the yard by keeping off the road to the north. The lumber piles to the west side of the yard can be destroyed by the heavy weapons found on tanks and AA jeeps. These large piles form good cover for the attacking forces and should be destroyed to allow for greater visibility of enemy movements.

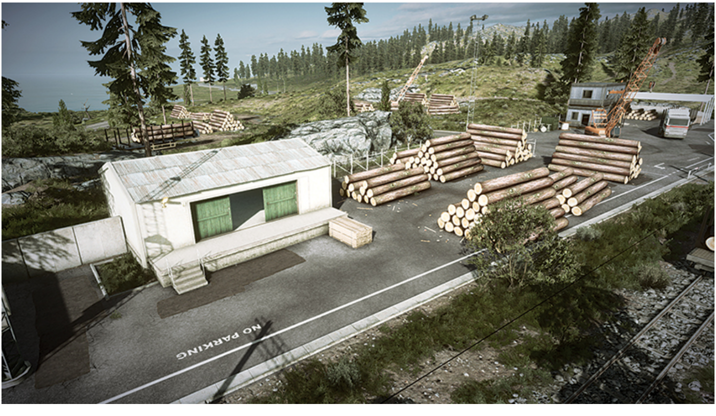
M-COM Station A

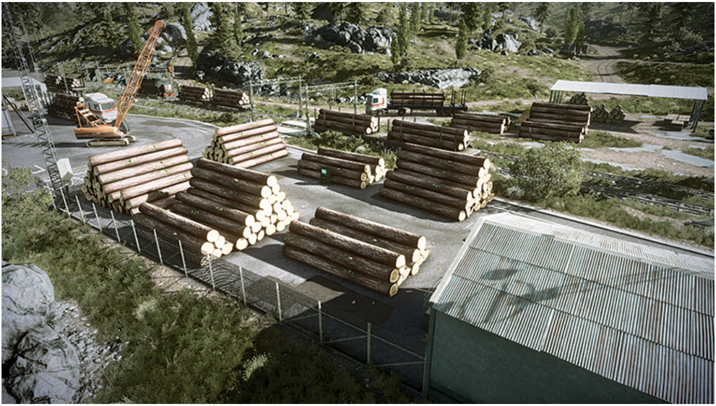


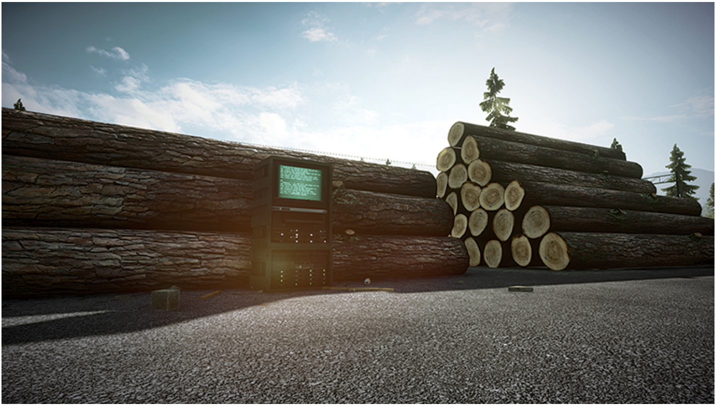
M-COM Station A is positioned below the stairs leading to the second floor of the office building on the east side of the Lumber Yard. The objective is exposed, so attackers should use care when attempting to plant a charge. Defenders looking to keep the objective in their view can take position on the rocky hill to the southeast of the objective. Although not concealed while here, a skilled sniper can eliminate threats that approach the objective and then relocate before being spotted. Attackers should also clear the first floor of the office building while their teammates are planting the charge, as the building is a home for camping defenders. Defenders looking to protect the objective can use the covered storage area on the east side of the yard to maintain cover while firing on the objective area.

M-COM Station B



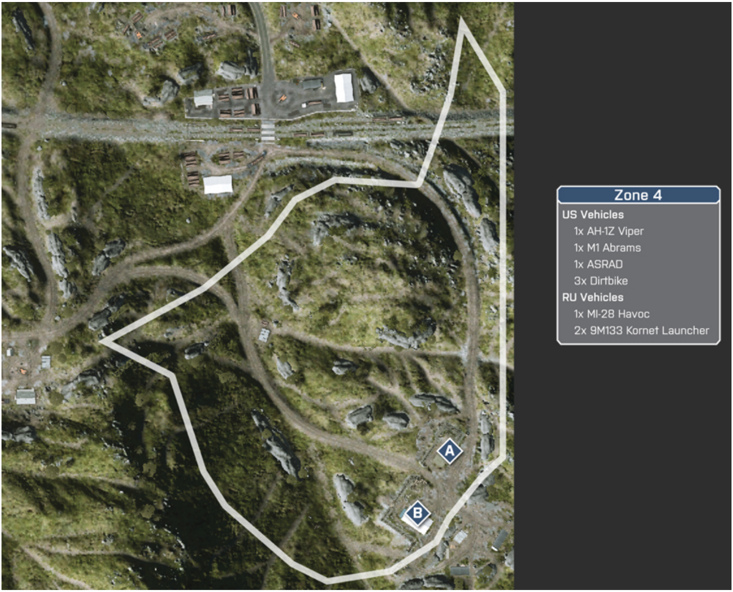






Located among piles of timber on the Lumber Yard's west side, M-COM Station B is open to attack from the north. Attackers looking to approach the objective should break through the chain-link fence north of the lumber piles to avoid the attention of defenders that will be focusing on the M1 Abrams and ASRAD as they enter the Lumber Yard. Defenders should use the T-90A to blow apart the timber piles and remove some of the potential cover so that it can't be exploited by attackers. The defenders' narrow sight line requires a sniper to be within the building on the west side of the yard and peer out from the large double doors toward the objective. Helicopters from both teams will be circling this objective, so engineers should be focused on destroying these prying eyes as their teammates make their approach.

Zone 4: Hillside Base

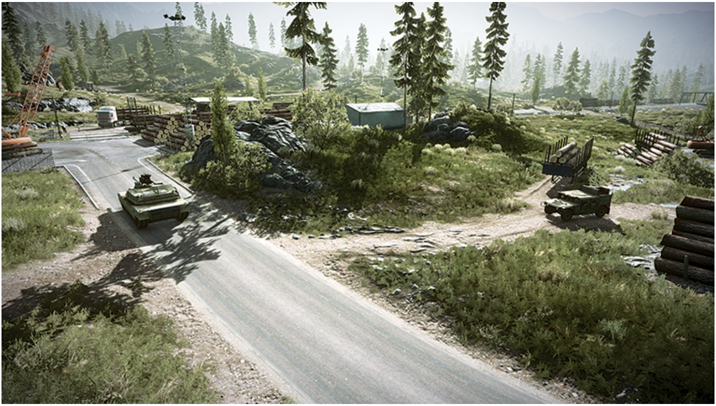


Zone 4

US Vehicles
- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

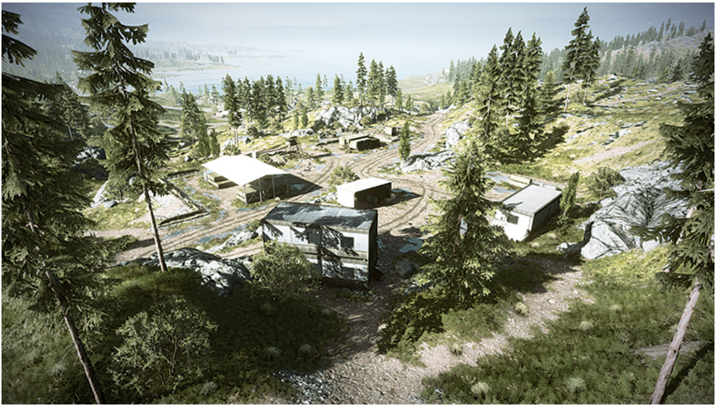
RU Vehicles
- 1x MI-28 Havoc
- 2x 9M133 Kornet Launcher

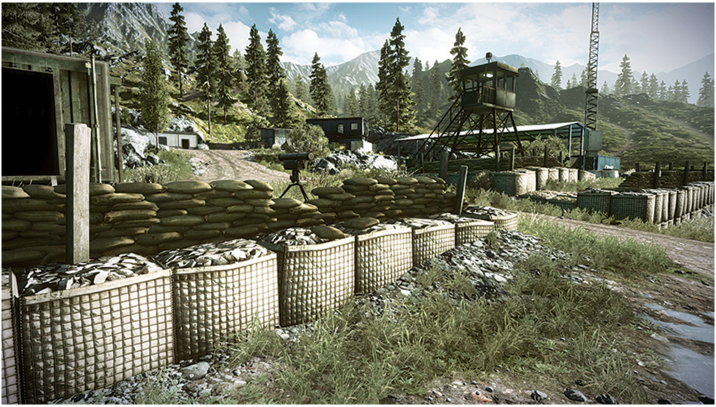
US Deployment

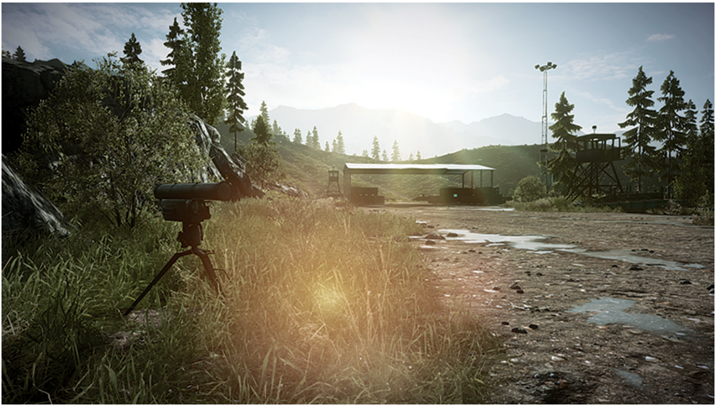


This final stage of the battle sees the US team deploying from the Lumber Yard. With the objectives located at the hillside base to the southeast, the attackers will have to make their way uphill as they move southeast to engage their target. While two roads lead to the base from the Lumber Yard, it would be wise to keep the M1 Abrams and ASRAD off them with and move directly south to approach the objectives from the west, flanking defenders in the process. If the AH-1Z Viper can eliminate the MI-28 Havoc and keep it out of the skies, the US team will have only infantry units to contend against. By making use of the M1 Abrams and ASRAD, the attackers can overpower and maintain a firm presence at the hillside base throughout this final stage of the battle.

RU Deployment

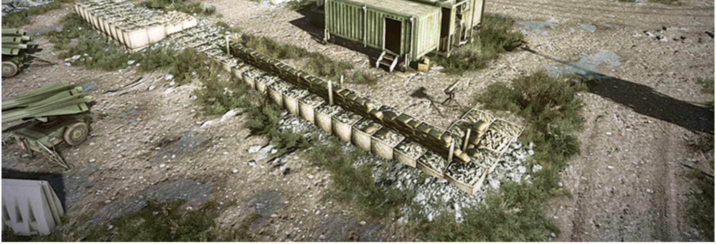


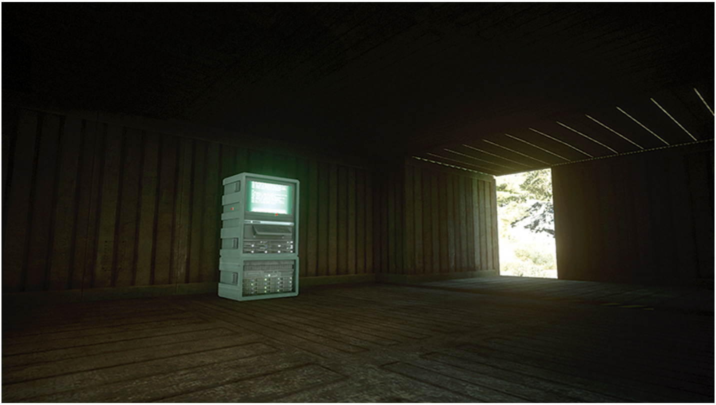




At this stage of the battle, the RU team is at a great disadvantage. With only the MI-28 Havoc and two 9M133 Kornet Launchers to provide defense, the team will have to coordinate their movements to prevent the attackers from making their way uphill from the north. Defending engineers should focus their attention on destroying the AH-1Z Viper and free up the skies for their MI-28 Havoc to handle the task of eliminating the threat presented by the opponents' tank and AA jeep. To control the flow of dirtbikes into the area, mines should be placed within the central area of the base. The south side of the base provides a watchtower and a two-story office for sight lines of the objective areas. These can both be used to pick off attackers as they approach to plant their charges.

M-COM Station A





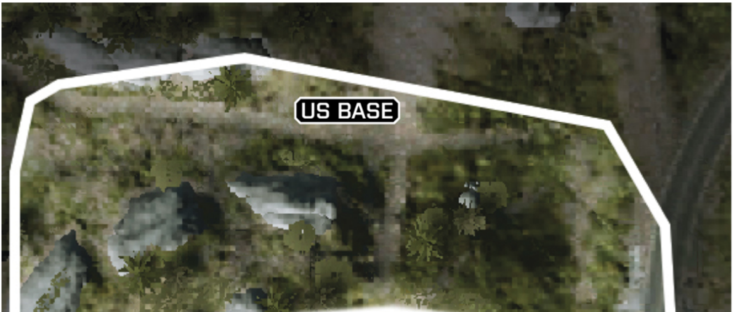
Located within a makeshift bunker of the north side of the base, M-COM Station A has only one possible sight line. This sight line requires taking position atop a rocky hill due east of the bunker. Even though the objective can not be easily observed, the area surrounding the bunker lacks any real opportunity to approach undetected. For attackers, this means that planting the charge will result in a high number of casualties unless defenders can be kept away from the objective by using a helicopter or by heavy weapons fire from vehicles. Defenders will try to camp this location, so attackers should throw in a grenade to flush out any threats prior to entering. The same can be said about attackers, who will remain within the bunker after planting the charge. Defenders will have to clear the room before entering to safely disarm the charge. Defenders would be wise to place C4 within the bunker and wait for an attacking squad to enter before detonating to maximize the potential of this booby trap.

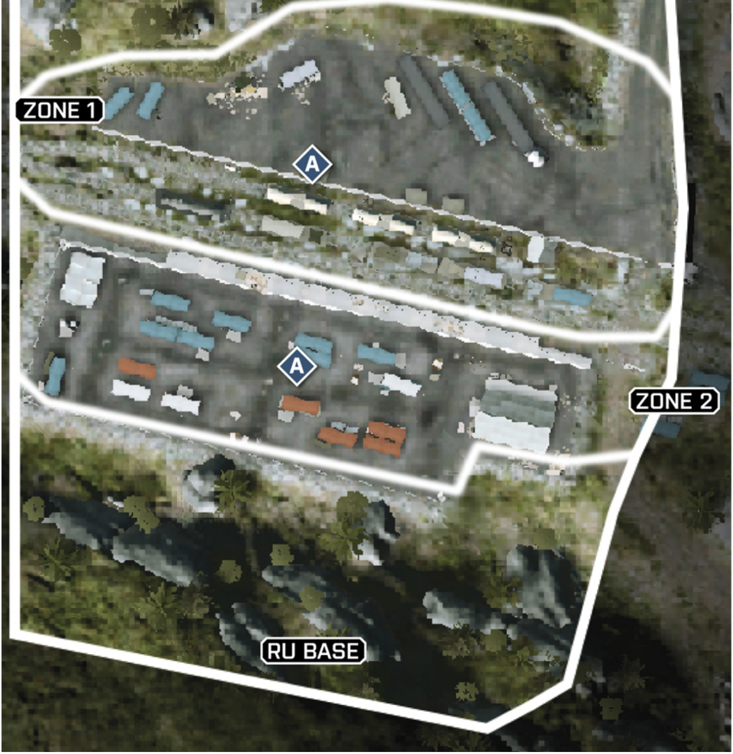
M-COM Station B

Located beside weapons crates under a covered area on the south side of the base, M-COM Station B cannot be observed easily. However, you can observe units approaching this area by taking position atop the watchtower or the second story of the building on the base's south side. Attackers attempting to arm a charge on this objective should approach from the west and climb over the sandbags there. Defenders benefit from having their helicopter maintain a presence west of the base, guarding against the approach of vehicles from the north and bombarding enemy infantry as they approach. Engineers should be in place to target and destroy the attackers' helicopter when it comes to threaten the MI-28 Havoc. Attackers should bring their ASRAD in close from the north and use its secondary fire option to fire upon the objective site and suppress defenders that are encamped there and in the building on the south side of the base.

Squad Rush

Kiasar Railroad's Squad Rush battle is focused around the Train Station. This location provides plenty of opportunities for cover and flanking your enemy by using the train cars and shipping containers that stand about the station. Sight lines are few and far between, so recon soldiers should opt to use shotguns or PDWs instead of their sniper rifles. During this face-paced firefight, deployment of MAVs is useful when approaching objectives to ensure that hostiles are not hiding around the next bend. Attackers and defenders alike will find that fanning out as they advance upon the objective works well to root out hostiles that may be camping around the objective. The fight here may be reminiscent of a deathmatch round, but the placement of booby traps like C4 and claymores will help your team maintain control of the chaos in the field. For soldiers looking to camp objectives, expect to be stabbed in the back frequently if a squad mate is not there to cover your back.





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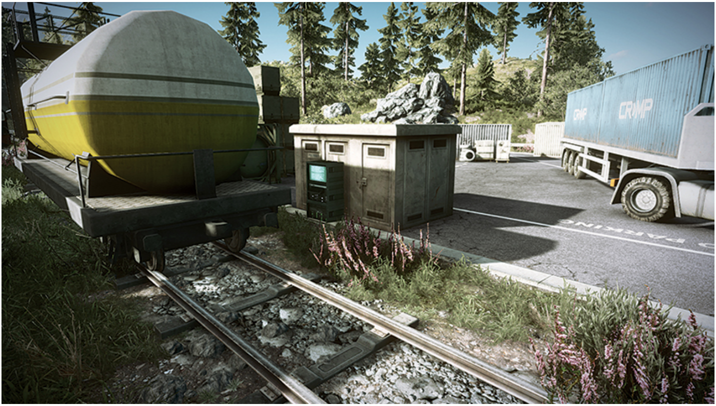
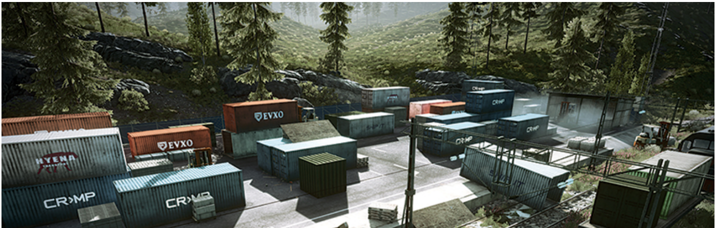
Zone 1



During the first stage of this battle, the M-COM is on the north side of the Train Station against a power box near a tanker car. Defenders should deploy a MAV to observe the movements of attackers entering the area from the north. When camping this objective, defenders should take positions north of the objective since attackers will run through the area without looking back at the container or vehicle they just ran past. Attackers should approach from the west, as the train cars run parallel with the objective, offering sight lines past the objective to spot oncoming defenders while providing cover positions that attackers can duck into. Soldiers proficient with grenades can use the train cars and shipping containers here to deflect their grenades and limit the amount of time they are exposed while throwing them.

Zone 2



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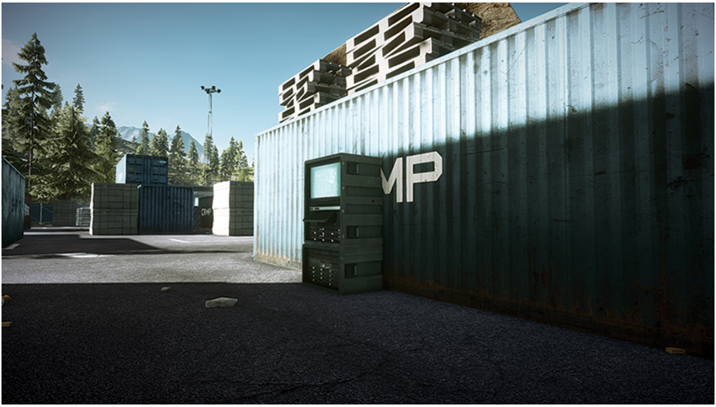


The objective of the second stage of this battle is on the south side of the Train Station, positioned against a blue shipping container. Defenders are afforded a sight line of the objective. This sight line is on the southeast side of the Train Station, behind a building near the fence line. From this position, defenders can fire on hostiles as they attempt to plant a charge and bleed the enemy of tickets until they are aware of the direction of fire. Savvy attackers will also exploit this position, as they will be able to cover their squad mates from here after the charge is planted and pick off defenders attempting to disarm. With most of the firefight occurring in the southeast corner of the station, deployment of T-UGS motion sensors can assist squads in detecting the enemy's movements. While this fight will be bloody and cutthroat to the end, the first team to place booby traps and maintain them on the field will quickly overpower their foe.

Air Superiority

Unlike other maps, Air Superiority over Kiasar Railroad offers few advantages for pilots. Teams should prioritize their loadouts to include fire extinguishers and air radar. The objectives are suspended above the lake, except for Objective A, which is above the foot of the mountain range. Combat will see enemies attempting to stay on a plane's six. If the enemy begins to tail, planes can be brought in low and skim across the lake. Less experienced pilots may follow and crash into the water or the lakeshore, as they are unable to pull up in time. Teams should maintain contact with one another and fly in formation. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break their weapon locks. Outflying and outwitting the enemy is the name of the game.

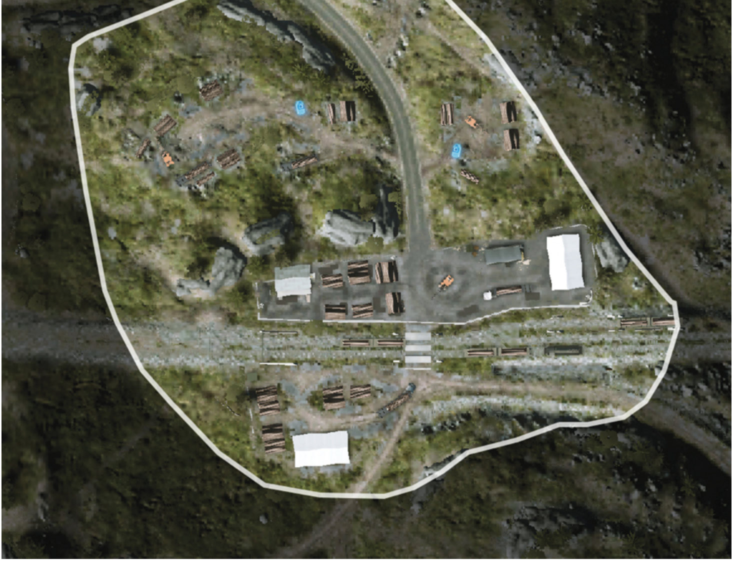
Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.

Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

In this mode, the action is focused around the Lumber Yard of Kiasar Railroad and the surrounding hills. While the squads can exploit the IFV to maintain the Lumber Yard area itself, once it's off-road the vehicle is susceptible to being destroyed by engineers and support-class soldiers that entrench themselves among the timber piles that surround the yard. When driving the IFV through these roads, keep an eye out for mines and the occasional SOFLAM on a hill. Gaining the advantage in this battle will require maintaining a presence at the Lumber Yard, using the sight lines that are available here—like the two-story office and storage area to the southwest—to pick off enemy squads as they pass through the area. During the battle, uncoordinated squads lacking experience or lone wolves will have a difficult time ripping the Lumber Yard from the grasp of more experienced squads working as a unit to shut down the enemy advance.



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Team Deathmatch

For Team Deathmatch, the carnage enfolds in the Train Station, where there is plenty of cover in the form of train cars, shipping containers, and semi-trucks. The battle will play out through close-quarters combat, with the only sight lines running east and west between the cover spots that sit parallel to one another in the field. Experienced teams will opt to keep the conflict on the south side of the Train Station, making use of the shipping containers to flank and overpower their opposition. While T-UGS motion sensors are commonly used during a Team Deathmatch battle, the deployment of MAVs can be much more beneficial here given the exposure of the field from above. This tactic will alert the team of enemy positions as the frantic combat below comes to a head. While shotguns are the go-to weapon for this mode, the long corridors created by the train cars let the worth of carbines shine. While weaving in and out of cover, teams should be placing claymores to dominate the opposition as they negotiate the confines of the rail yard.

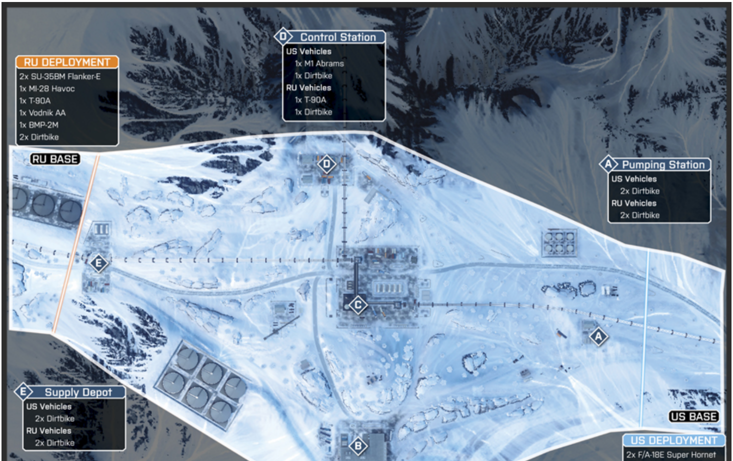
End Game Battlefields

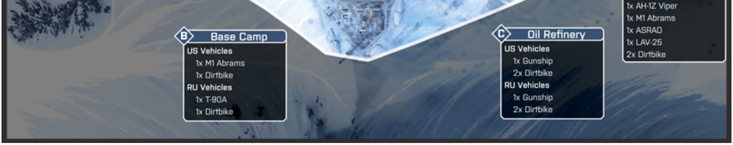
Sabalan Pipeline

HYENA
TRANSPORT
HYENA
SLOW

YENA
SHIP IT
CR›MP

Conquest





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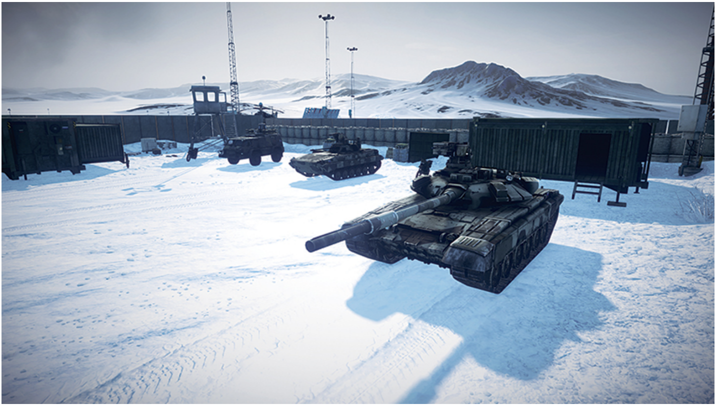
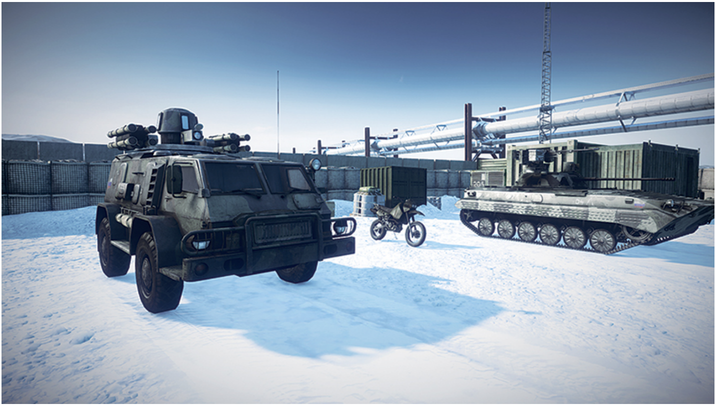
While renewable energy sources are being sought out, nations have begun exploring the basins within the Arctic region for crude oil in an effort to capitalize on a geocentric refining operation to ease rising market prices and provide their nation with this lifeblood of modern convenience. The battle at Sabalan Pipeline centers around one of these refining operations. Although the site's crew was evacuated, leaving the refinery and its satellite buildings a mere shell of what it once was, the refinery's flare stack still burns brightly. This flare provides a beacon for this strategic location among the whitewashed snowy landscape. This map features five control points. Both teams are deployed near the pipeline that cuts through this map running east to west. The US team deploys from a makeshift base on the map's eastern end. This position allows the US team to capture the Pumping Station (A) as they move west and maintain control of it through most of the battle. Deploying from the western end of the map, the RU team will quickly capture the Supply Depot (E) as they push east; its proximity to their deployment allows them to maintain control through the battle. Due to their centralized locations, the Warehouse (B), Oil Refinery (C), and Control Station (D) will be contested throughout the duration of the battle, as neither team has an immediate advantage to capture these control points. Teams should focus on holding the Oil Refinery (C) because aside from affording the Dropship to the controlling team, the site provides long sight lines across the landscape.

US Base

Deploying from the east side of the map, the US team should proceed west and capture the Pumping Station (A). Once this point is under the team's control, the team should divide its resources, sending dirtbikes to the southwest to capture the Warehouse (B) while the heavier vehicles go west to the Oil Refinery (C). The primary reason for maintaining control of the Warehouse (B) this early in the battle is to access the M1 Abrams that spawns there. This second M1 Abrams can reconnect with the rest of the team attacking the Oil Refinery to the north. By this time, the RU team should be attempting to take control of the Oil Refinery (C) as well, and the extra firepower is useful in pushing them back. While this conflict is taking place, the AH-1Z Viper should patrol between the Warehouse (B) and the Pumping Station (A) to prevent RU forces that have splintered off during the battle from capturing these control points amid the chaos. Another control point to attempt while pushing toward the Oil Refinery (C) is the Control Station (D) to the north. Like the Warehouse (B) to the south, this control point awards the controlling team with a tank. The Control Station (D) attracts the attention of the RU team more than the Warehouse (B), though, because it's easy to reach from the RU team's deployment. When maintaining control of this point, the US team should expect heavy resistance from the RU team deployment area.

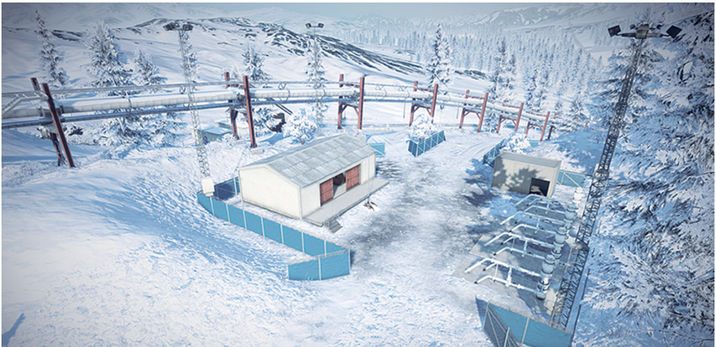
RU Base





Deploying from the west, the RU team is poised to quickly capture the Supply Depot (E) and maintain control of it throughout the battle. With this point captured, the team should then move to capture the Oil Refinery (C) next. While squads are en route to the Oil Refinery (C), any available dirtbikes should make their way to the map's north side and capture the Control Station (D). With this point under the team's control, they are afforded another T-90A that can regroup with the squads assaulting the Oil Refinery (C) area to the south. One strategy is for the recently acquired T-90A to continue moving south, past the Oil Refinery (C), and capture the Warehouse (B). By this time though, the Warehouse (B) is likely to be under control of US forces, so this should be kept in mind when approaching the Warehouse (B) area. Should capture of this point be successful, another T-90A can be deployed from this control point as well, giving the RU team a tactical advantage over the opposition. When leaving the Warehouse (B) area, the team should expect to lose the control point quickly, as the US team's deployment connects to the road that runs east from the control point, allowing them to access the site quickly to reclaim it.

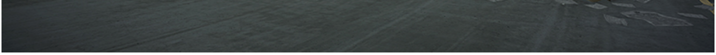
Pumping Station



Located on the east side of the map, this control point will likely be held by US forces throughout the battle. With an exposed flag and immediate access from roads, this site can be claimed by the RU team to push back US deployment vehicles. An RU team looking to accomplish this should leave the work to dirtbikes, with air cover provided by the MI-28 Havoc. This strategy is designed to prevent heavier vehicles like the T-90A or BMP-2M from leaving the map's central area, where the combat is most intense. If the US team loses a foothold here, they can easily reclaim the site by using heavy vehicles from the deployment site making their way west. To eliminate campers at this site, climb onto the nearby oil pipeline via the ladders east of the flag. Doing so provides a sight line into the flag area.

Warehouse

SHIP IT
EVXO



The Warehouse (B) is located on the southern edge of the map, directly south of the Oil Refinery (C) and over a hill. Although the site is slightly outside the intense combat around the Oil Refinery (C), the strategic significance of the control point is that the capturing team is rewarded with an extra tank that can be deployed from the site. An immediate disadvantage to this control point is that even from the roof, there are not many direct sight lines to watch other control points. The key sight line offered here requires climbing the crane outside of the southern fence line. From here, a sniper has a good view of the northwest, including the vehicles deploying from the RU team's base. When capturing the control point from the enemy, teams should make use of the entrances on the building's south and east sides, as any campers are likely to be on the roof with their attention directed toward the northern road that leads from the Oil Refinery (C).

Oil Refinery

Central on the map is the Oil Refinery (C). This monolithic structure is visible from nearly all corners of the map, as its gas flare serves as a fiery beacon among the snow-capped landscape. This will quickly be a highly contested control point, not only for the Dropship that is awarded to the team that controls it, but also for the sight lines offered by climbing atop the large metal silos on the refinery's south side. From this vantage point, nearly all four corners of the map can be observed, providing for early detection of enemy armored vehicles as they approach to capture the point for themselves. Combat is fiercely competitive here, as the Refinery's multiple tiers invite close-quarters combat and the expansive area surrounding the Refinery allows for armored vehicles to bombard the site with artillery. For infantry looking to access the site undetected, the three pipelines that connect to the Oil Refinery from the west, north, and east can be traversed to access the Refinery's second level with relative ease. When using this method of approach, soldiers should be aware that staying on the pipeline exposes them to sniper fire from the Refinery itself, so make the trek as short as possible.

Control Station

Located on the northern edge of the map, due north of the Oil Refinery, the Control Station (D) may seem out of the way, but the tank awarded to the team controlling it makes the site a strategic resource. The US team should expect this site to be under control of the RU team early on. A US team looking to take the site should make their approach directly from their deployment by using the road that runs northwest from the Pumping Station (A) to flank any hostiles that have decided to camp here. An RU team making their approach from the west should enter the area by following the road leading northeast from the Supply Depot (E). Approaching this site from the south is risky if the point has been captured by the opposition, as there will be a possibility that the tank that spawns here has yet to deploy. When maintaining a presence at the site, infantry and dirtbikes will discover that they can cut in and out through the shipping containers on the station's north side to conceal their presence from oncoming armored vehicles.

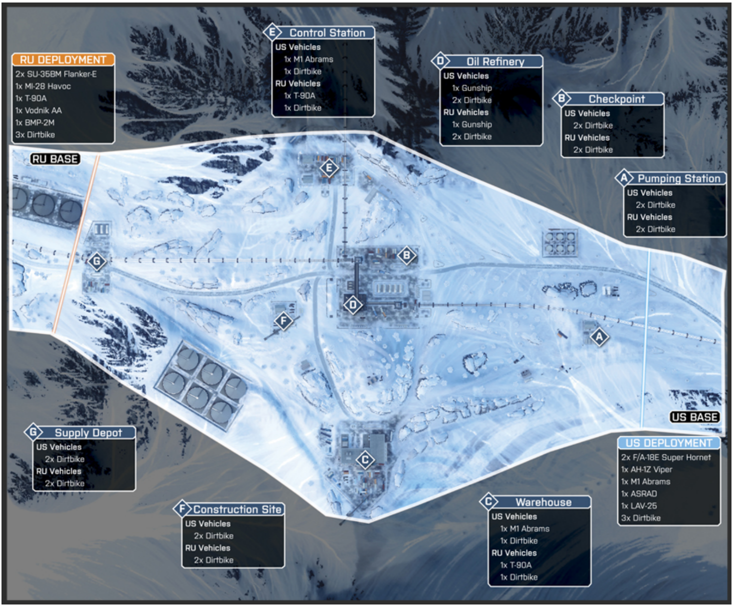
Supply Depot

SHIP IT
CR>MP
CR>MP
CR>MP

SHIP IT
CR>MP

Located in the far west, Supply Depot (E) will be captured early by the RU team as they make their move east. The flag is located in the center of the depot, beneath the pipeline that runs through the area. This area provides no sight lines to observe the eastern portions of the map, given that it is located downhill. Nevertheless, the site serves as the main thoroughfare for the RU team's armored vehicles, and should the US team capture this control point, they will be able to control the flow of RU vehicles into the field. If the US team is to be successful in capturing this control point, dirtbikes must enter the area under the escort of the AH-1Z Viper. The US team should not expect to hold the site for long, though, as they will find themselves overrun by RU infantry deploying from their base.

Conquest 64



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This game mode of Sabalan Pipeline has the same map borders as its Conquest counterpart, but has two extra control points on the map. These new control points are the Construction Site (F) and the Checkpoint (B). Both of these additional control points are located adjacent to the Oil Refinery (D). The US team still deploys from the east and will capture the Pumping Station (A) early in the round and maintain it for the duration of the battle. The RU team still deploys from the west and will capture the Supply Depot at the start of the match and will likely hold it for the duration as well. The addition of the Construction Site (F) and the Checkpoint (B) results in a more centralized battle than Conquest, since the proximity of the new control points to the Oil Refinery (D) means teams do not want to stray too far from the center of the field. Teams should keep this in mind as they disperse and attempt to capture the Control Station (E) to the north and the Warehouse (C) to the south. Although these points will be deserted through much of the conflict, maintaining a strong presence in the center of the map results in the opposition bleeding a steady stream of tickets. It also doesn't hurt that the Oil Refinery (D) affords the controlling team with a dropship, as this deployment platform can be used to hold back armored opposition that enters the center of the map.

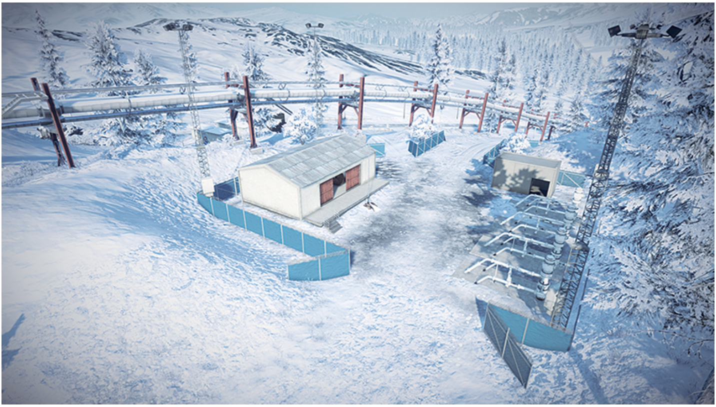
US Base

Deploying from the east side of the map, the US team should proceed west and capture the Pumping Station (A). Once this point is under the team's control, the team should focus on entering the Oil Refinery (D) area, which is in the middle of the map. As the team enters the area, armored vehicles should continue to advance west past the Oil Refinery (D) and capture the Construction Site (F), while resisting the advance of the RU team in the process. By maintaining a strong presence on the west side of the Oil Refinery (D), other team members will find little opposition while capturing the Checkpoint (B). By this time, the Oil Refinery (D) should be under US control and the Dropship should be in the air. With the Dropship under US control, the craft should be used to deploy an IFV onto the center of the map to prevent RU soldiers from ripping these points out the US team's grasp. Even if the RU team advance and capture the Control Station (E) and the Warehouse (C), they will still be holding only three points on the map and not be in a position to pose a significant threat. To maintain dominance, the US team should also have a strong presence in the skies, using the AH-1Z Viper and the two F/A-18E Super Hornets to push back the advance of heavy armored vehicles and prevent them from entering the Oil Refinery area (D).

RU Base

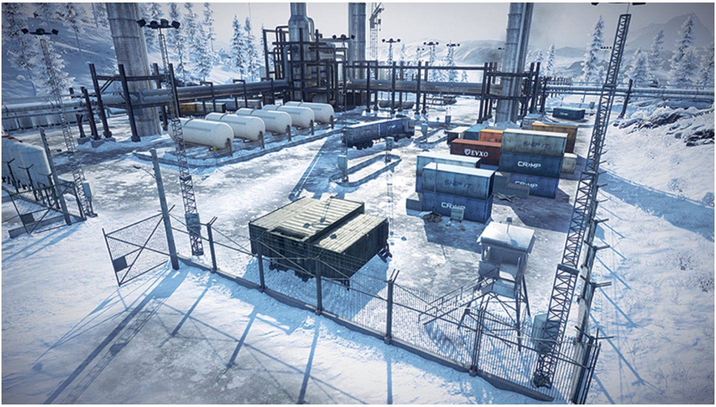
Deploying from the west side of the map, the RU team should proceed east and capture the Supply Depot (G) before continuing their advance. At this point, dirtbikes should proceed to the north and claim the Control Station (E) while armored vehicles advance to the Oil Refinery (D) area. After capturing the Construction Site (F) and moving on to the Oil Refinery (D), the RU team will meet resistance at the Checkpoint (B), which by this time will be overrun with US forces. Although the US team will likely be holding the Checkpoint (B), victory can still be achieved as long as the Control Station (E) and the Oil Refinery (D) are not lost. With the Oil Refinery (D) under RU control, the Dropship can maintain the exposed control point at the Construction Site (F) , as the IFV it deploys can be used to eliminate threats that enter the area. Maintaining the Control Station (E) affords the team with an extra T-90A that can be used to maintain the Oil Refinery (D) area to the south. The MI-28 Havoc should be in the skies over the center of the map, patrolling the Oil Refinery (D) for US infantry attempting to enter the site and capture the point. While the Oil Refinery (D) requires approaching on foot, the MI-28 Havoc can fire rockets into the upper tiers of the refinery and eliminate threats near the flag.

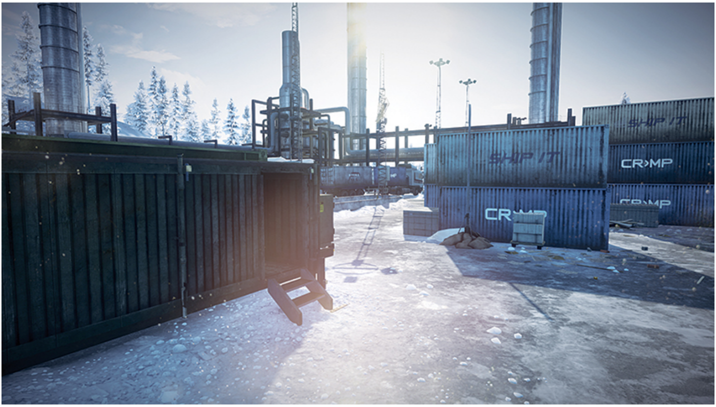
Pumping Station



Located on the east side of the map, this control point will likely be held by US forces throughout the battle. With an exposed flag and immediate access from roads, this site can be claimed by the RU team to push back US deployment vehicles. An RU team looking to accomplish this should leave the work to dirtbikes, with air cover provided by the MI-28 Havoc. This strategy is designed to prevent heavier vehicles like the T-90A or BMP-2M from leaving the map's central area, where the combat is most intense. If the US team loses a foothold here, they can easily reclaim the site by using heavy vehicles from the deployment site to make their way west. To eliminate campers at this site, climb onto the nearby oil pipeline via the ladders east of the flag. Doing so provides a sight line into the flag area.

Checkpoint

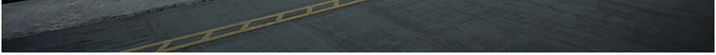


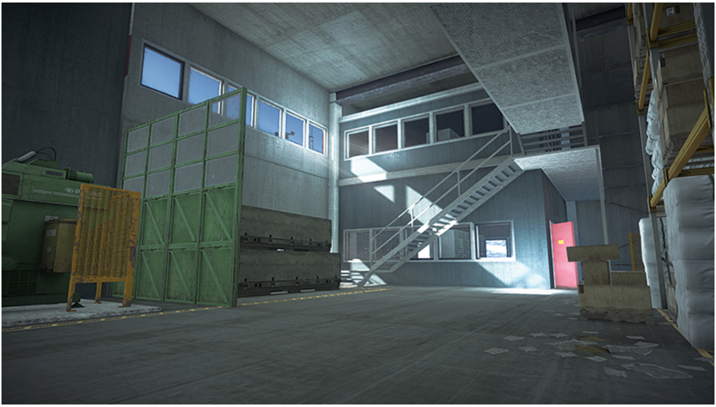


Located northeast of the Oil Refinery (D) within the fenced compound, the Checkpoint (B) is an exposed control point. Set near shipping containers, the area provides a significant amount of nearby cover, as the point can be captured by climbing into the nearby shipping container. Teams looking to exploit this cover option should be careful for armored vehicles though, as being fired upon while inside results in heavy suppression or splash damage from cannon fire. When capturing this point, it is a good idea to have support from a helicopter to stave off attacks from armored vehicles. Two sight lines afforded within this area are the watchtower on the northeast corner of the compound and the guard shack to the east near the compound's open gate. However, being spotted in these two cover positions can be dangerous when under armored attack, as heavy weapons can obliterate these small structures. When approaching the site, teams should take care if the Oil Refinery (D) is under control of the opposition, as the refinery provides a sight line of the Checkpoint (B) area.

Warehouse

SHIP IT
EVXO





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Oil Refinery

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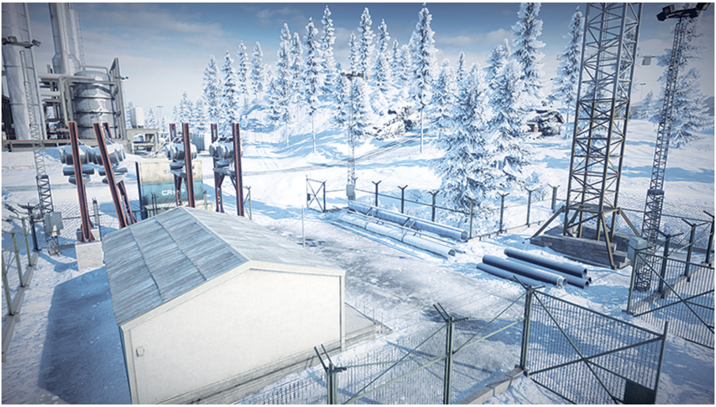
Control Station

Located on the northern edge of the map, due north of the Oil Refinery (D), the Control Station (E) may seem out of the way, but the tank awarded to the team controlling it makes the site a strategic resource. The US team should expect this site to be under control of the RU team early on. A US team looking to access the site should make their approach directly from their deployment by using the road that runs northwest from the Pumping Station (A) to flank any hostiles that have decided to camp here. An RU team making their approach from the west should enter the area by following the road leading northeast from the Supply Depot (G). Approaching this site from the south is risky if the point has been captured by the opposition, as there will be a possibility that the tank that spawns here has yet to deploy. When maintaining a presence at the site, infantry and dirtbikes will discover that they can cut in and out through the shipping containers on the station's north side to conceal their presence from oncoming armored vehicles.

Construction Site

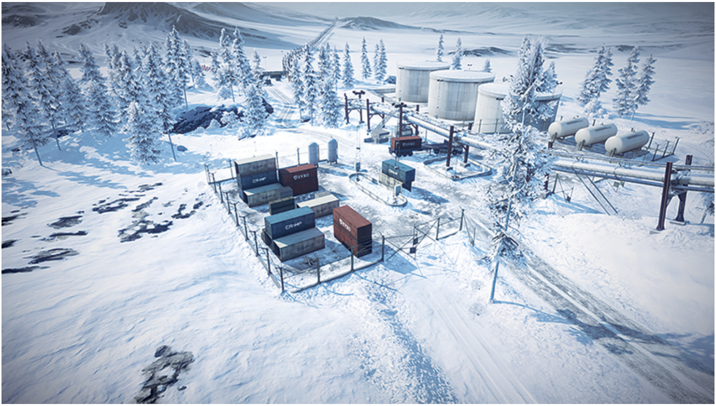


SHIP IT
CRAMP

SHIP IT
CRAMP
CRAMP

Located west of the Oil Refinery (D), the Construction Site (F) will be under the control of whoever maintains control of the Oil Refinery (D) due to its close proximity. The crane on the site affords a sight line over the Construction Site (F), the Control Station (E), the Oil Refinery (D), and gives a partial view of the Warehouse (C). The flag is exposed, with the only cover option being the nearby storage building. When approaching the site, teams should keep in mind that the Oil Refinery (D) provides a direct sight line over the control point and snipers will exploit this to maintain control of the site. Placement of mines near the entrances to the Construction Site (F) will help in preventing armored vehicles from entering the site, but dirtbikes will avoid these booby traps by crashing through the chain-link fence.

Supply Depot



SHIP/T
CR>MP
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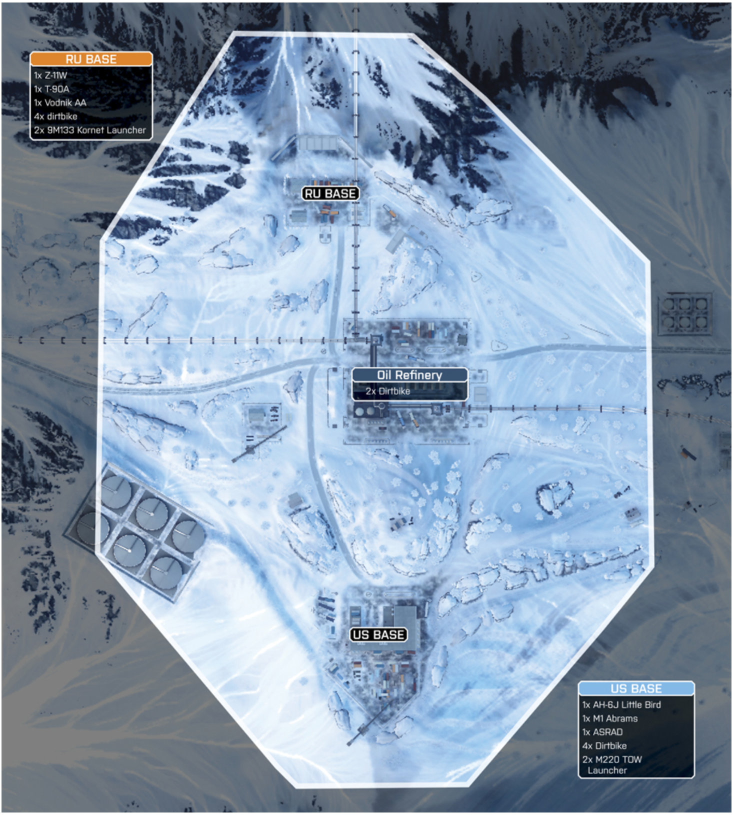
EVVO
EVVO
CR>

Located far west, Supply Depot (G) will be captured early by the RU team as they make their move east. The flag here is located in the center of the depot, beneath the pipeline that runs through the area. This area provides no sight lines to observe the eastern portions of the map, given that it is located downhill. Nevertheless, the site serves as the main thoroughfare for the RU team's armored vehicles, and should the US team capture this control point, they will be able to control the flow of RU vehicles into the field. If the US team is to be successful in capturing this control point, dirtbikes must enter the area under the escort of the AH-1Z Viper. The US team should not expect to hold the site for long, though, as they will find themselves overrun by RU infantry deploying from their base.

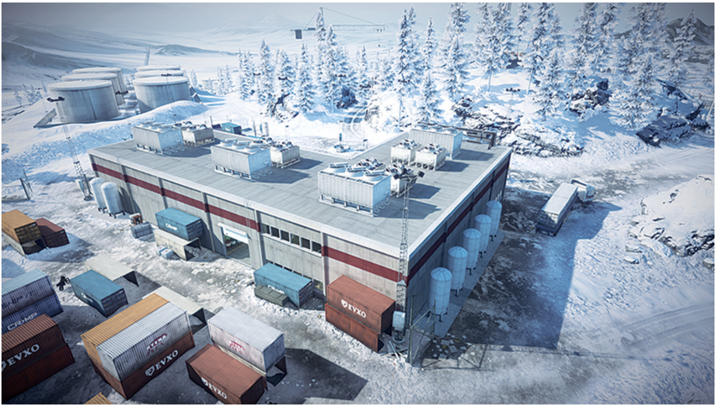
Capture the Flag



Click here for interactive maps

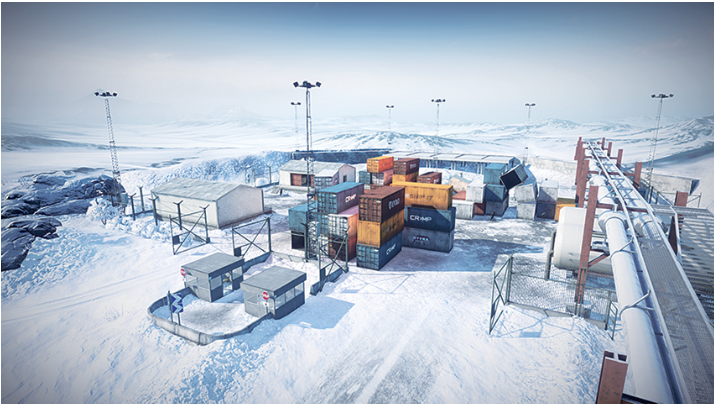
The map boundaries of Capture the Flag on Sabalan Pipeline are similar to those found in Conquest, without the Supply Depot to the west and the Pumping Station to the east. This change in the map concentrates the combat in the center. The US team's base is located at the Warehouse in the south, and the flag is on the building's north side, near the loading dock. The RU team's flag is on the far north side of the map at the Control Station, in the center of the station, between the walls of shipping containers. Although the road that runs north to south on the map provides a direct approach for dirtbikes, this path is likely to be littered with mines. Teams can opt instead to flank each other by going to the east of the Oil Refinery, which results in longer travel times, but less opposition encountered along the way. For teams looking to capitalize on the map's open space, taking up position within the Oil Refinery provides good views of enemy movements. Snipers looking to exploit the elevated position here should place a T-UGS motion sensor nearby to prevent being stabbed in the back. A far safer sight line requires climbing the crane at the Construction Site west of the Oil Refinery. This crane provides a direct view of the US flag at the Warehouse and the entrance to the Control Station. With this in mind, the site affords an advantage to the US team, as an experienced sniper can provide cover of his flag while also monitoring the traffic leaving the RU team's base. The Oil Refinery has two dirtbikes that are up for grabs as well.

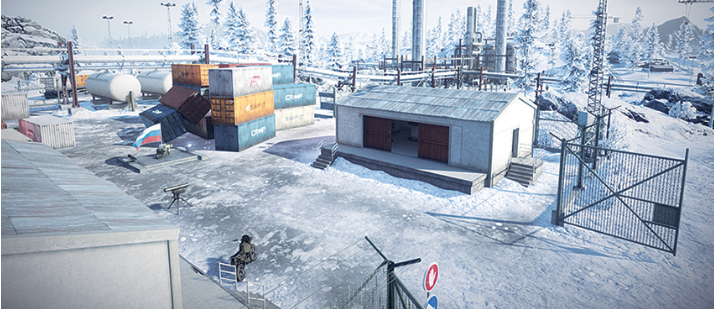
US Base

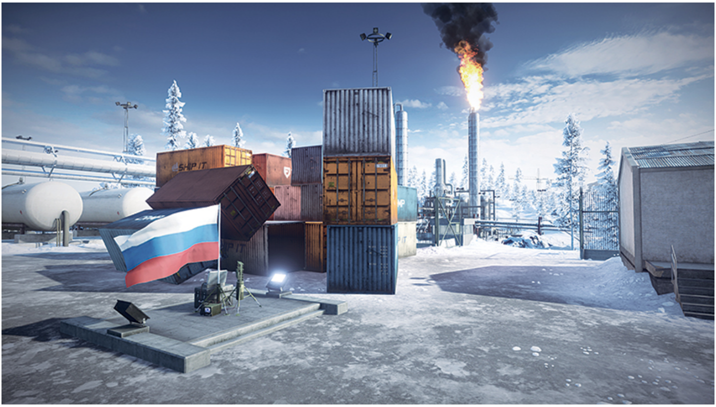


Located at the Warehouse on the south edge of the map, the US flag is on the building's north side in the loading dock. With two M220 TOW Launchers nearby, defending the area from armored vehicles is not very difficult if experienced soldiers are manning these stationary weapons. Another advantage to defending the flag site is afforded by climbing onto the roof of the Warehouse. From here, the advance of the RU team can be observed early, and experienced snipers and engineers can eliminate the threats as they approach. The south side of the Warehouse will not see too much conflict, but deploying a MAV over this area can alert rooftop soldiers if enemies are attempting to flank the base. To the north is the Construction Site; the crane can be scaled and the boom provides a direct line of sight to the US team's flag and the RU team's base. If the team has not sent a sniper to take up position here, any US soldiers on the rooftop of the Warehouse should be aware that they can be fired upon from the crane.

RU Base



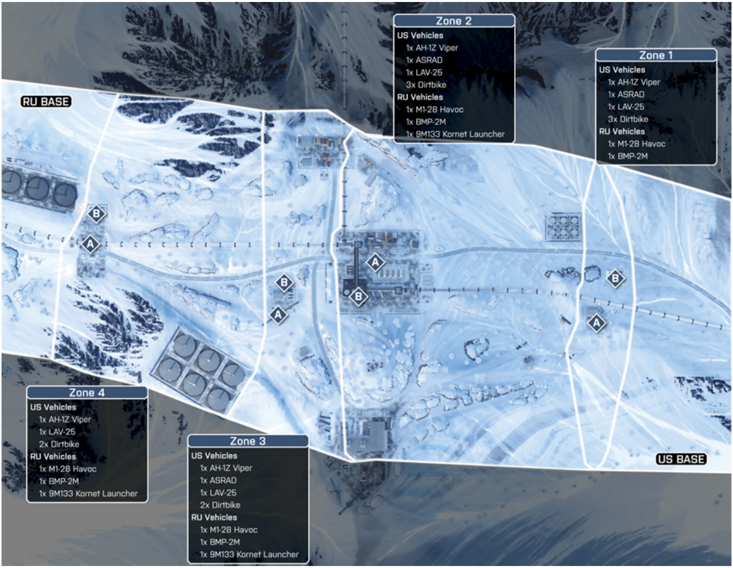




Located at the Control Station on the north edge of the map, the RU flag is in the center of the station, between the stacks of shipping containers. One advantage that the RU team has with their base is that the flag area is not visible from the south. The two 9M133 Kornet Launchers on site are positioned to directly defend against vehicles approaching from the south. Only the launcher on the west side of the station can fire on the flag area. For soldiers looking to defend the site, the shipping containers provide an excellent amount of cover for maintaining a view of the flag. While placing mines around the Control Station area prevent vehicles from entering the site, claymores are more efficient in defending the flag, as the flag must be captured while on foot. . The flag can be viewed from the two on-site buildings; hostiles attacking the flag will not notice defenders that have taken up position in these buildings. To the south of the Control Station is the Construction Site. Its crane can be used to observe the movement of US troops as they make their way through the Oil Refinery area. This crane also provides a strategic sight line of the Warehouse and the US flag there, and can be used by experienced snipers to eliminate threats on the rooftop of the Warehouse while allies attempt to take the flag.

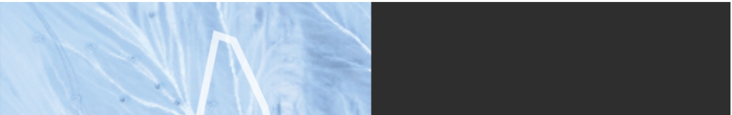
Rush

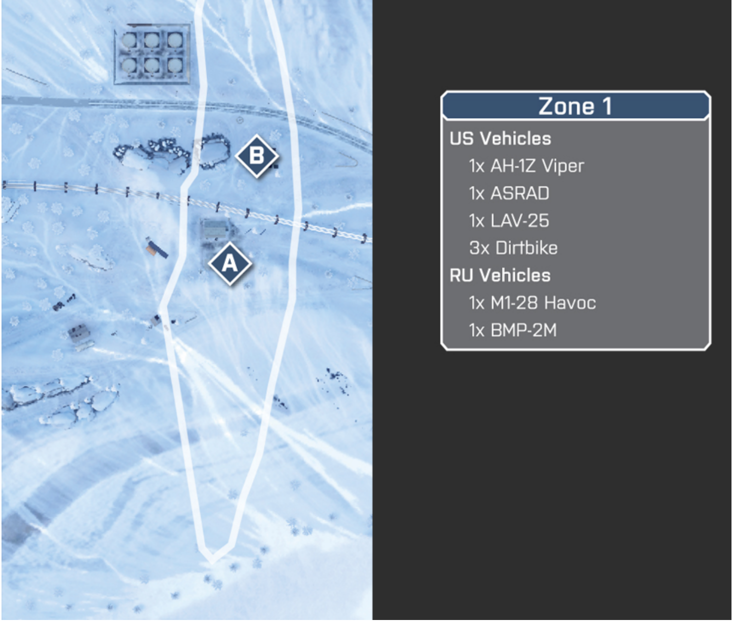
The Rush battle of Sabalan Pipeline begins on the map's east side. The objectives are located around the Pumping Station area. As the battle progresses, the combat moves west, following the pipeline through the Oil Refinery to the Construction Site, and then concluding at the Supply Depot. The locations of the objectives result in battles that are well suited to the vehicles afforded to both teams, although attackers have a slight advantage with the AA jeep and dirtbikes included in the motor pool, except in the final zone. Throughout the battle, defenders will have access to a BMP-2M to even the score, and when this is deployed in tandem with their MI-28 Havoc, the vehicles are more than capable. The greatest disadvantage to defenders in the battle is the expansive landscape. With plenty of open land to roam, attackers will attempt to flank every step of the way, but savvy defenders can use this to their advantage by deploying MAVs along the way to detect hostiles and isolate them from their comrades. This map offers plenty of sight lines for defenders to push back their opponents, so experienced snipers will prove to be the team's greatest asset here.



Click here for interactive maps

Zone 1: Pumping Station





Zone 1

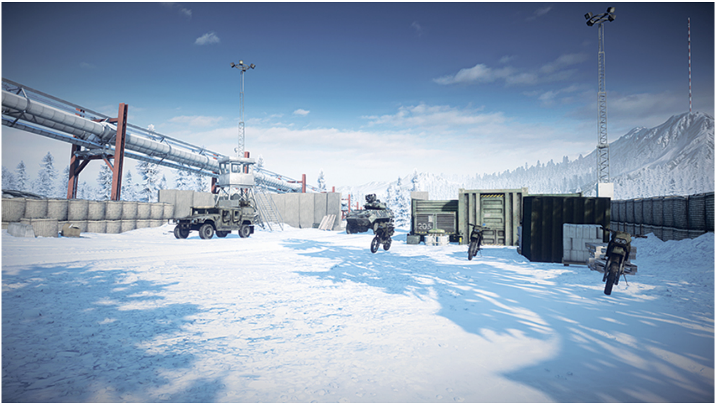
US Vehicles

- 1x AH-1Z Viper
- 1x ASRAD
- 1x LAV-25
- 3x Dirtbike

RU Vehicles

- 1x M1-28 Havoc
- 1x BMP-2M

US Deployment

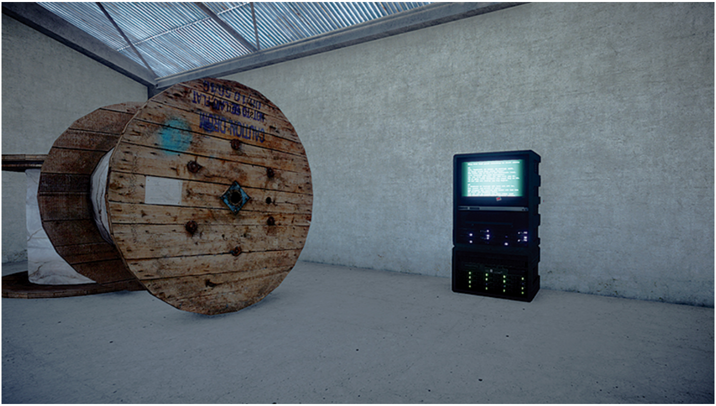


The US team will quickly meet opposition as they head west from their makeshift base in the east to attack the objectives. While making this advance, the dirtbikes should focus on making their assault on M-COM Station A, which is located within the building at the Pumping Station. The RU team's IFV deploys north of the objectives and will be on the move to defend the site, so the LAV-25 and ASRAD should follow the US dirtbikes as they mount their offensive. The focus of these vehicles should be destroying the defenders' IFV before turning their attention to the RU infantry that they encounter. While this chaos is ensuing, the AH-1Z Viper should proceed west to meet with the RU team's MI-28 Havoc that is en route to the objective site and prevent its arrival. By commanding the airspace and preventing the defenders from keeping a bird in the air, the AH-1Z Viper is free to rain down destruction upon infantry that attempt to take back the site from US forces.

RU Deployment

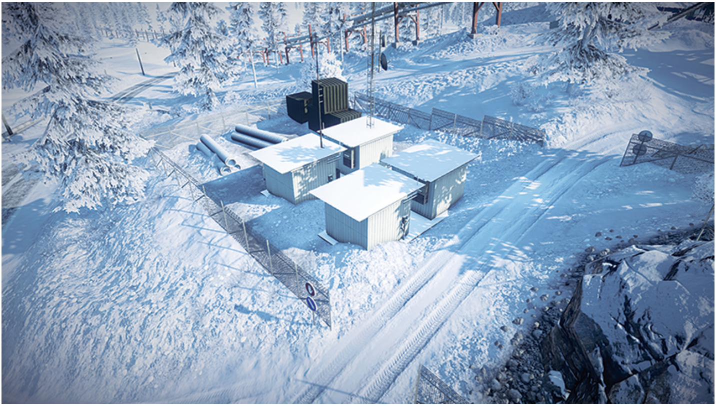
Deploying just west of the Pumping Station, the RU team can quickly entrench themselves at the objective site and mount a defense against the approaching US forces. With the BMP-2M deploying to the north of the objective area, infantry units should focus on placing mines around the Pumping Station. In regards to M-COM Station B to the north, claymores should be used around the small utility sheds because larger vehicles will not be able to approach the objective itself. The MI-28 Havoc will take a moment to arrive at the site, as it deploys from the map's far western edge. Engineers on the ground should be on alert for the attackers' helicopter, which will attempt to control the open airspace. The BMP-2M should maintain its distance from the objective site, opting to fire on attackers from afar instead of entering the Pumping Station, where explosives are its greatest threat.

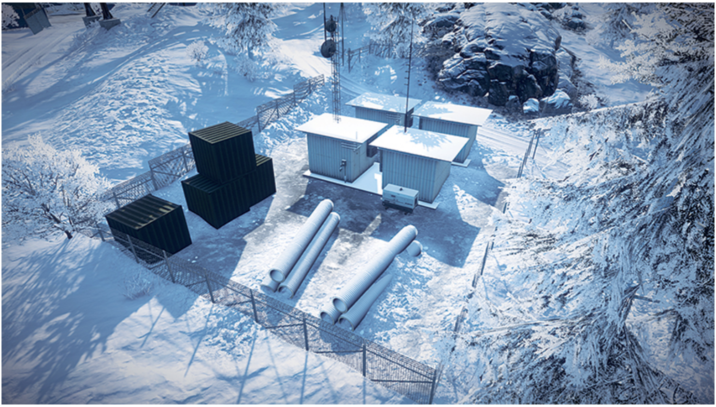
M-COM Station A

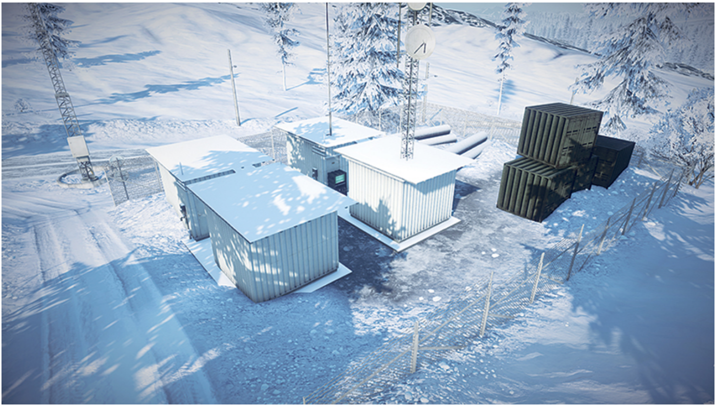


Located within a building at the Pumping Station, the M-COM itself is only accessible by infantry. This is not to say that attackers should not roll up to the site in a loaded ASRAD and deploying their crew while providing suppressing fire with the vehicle's unguided rockets on unsuspecting defenders. More so than the LAV-25, if the ASRAD can maintain a foothold inside of the compound, it poses a great threat to the defenders' maintaining control of the site. When defending the objective, the defenders' BMP-2M should be a presence outside the fence line, firing into the compound instead of entering into the confined space. Until the fence surrounding the Pumping Station compound is destroyed, though, both teams will lack any immediate visibility of the chaos taking place there.

M-COM Station B

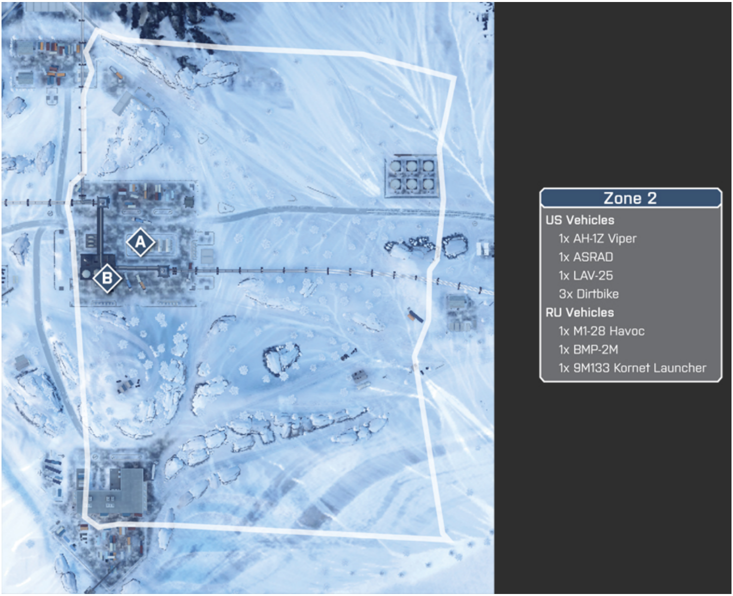




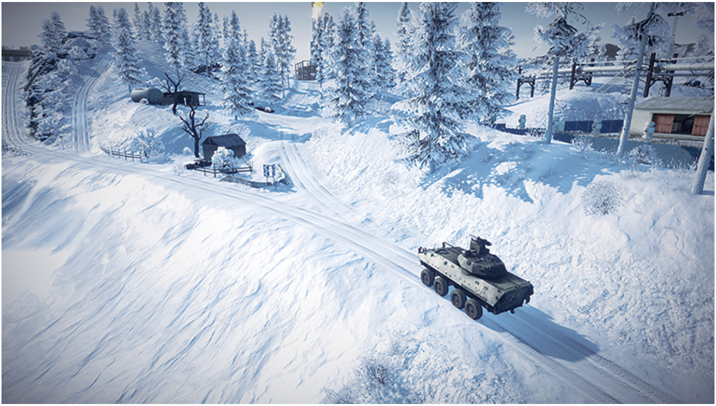


North of the Pumping Station, M-COM Station B is positioned amid four utility sheds, against one of the inner walls. Although armored vehicles can approach the site, infantry can use the sheds for cover until one of their own armored vehicles can arrive to defend them. Defenders looking to maintain the site should place claymores within the cluster of sheds early in the round, before the conflict gets too heated here. Attackers can make use of the open terrain surrounding the site by taking advantage of the firepower afforded them by the AH-1Z Viper, which can circle the area and bombard oncoming defenders with its weapons. Defender snipers can make use of the pipeline to the south to maintain a sight line of the objective as well by climbing the nearby stairwell to get atop of the pipeline. This position provides a great view of the objective, but also exposes the sniper to attack, should his position be realized.

Zone 2: Oil Refinery

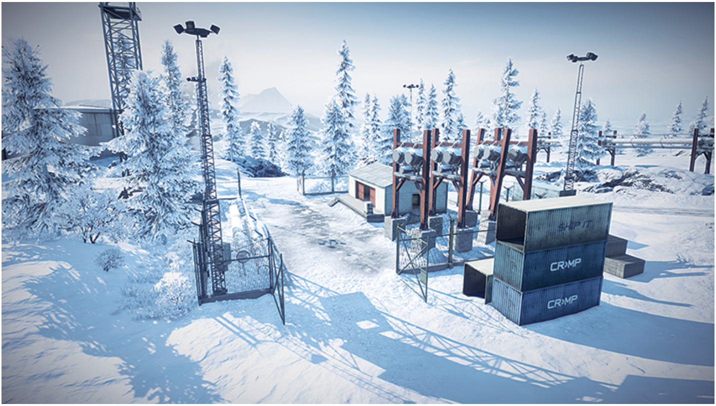


US Deployment



This stage sees the US team mounting their assault from the Pumping Station and moving west into the Oil Refinery compound. Because the RU team deploys from the nearby Construction Site due west of the Oil Refinery, attackers should expect heavy resistance to come from the Oil Refinery's upper tiers as they approach. Of the two objectives presented during this round, the first to be attacked should be M-COM Station A, which is relatively exposed. As US attackers push into the Oil Refinery compound, it would be beneficial to have a squad travel the pipeline as they make their way to the Oil Refinery. This elevated position, if traveled quickly, can allow undetected access to M-COM Station B, as defenders are will be focusing their firepower on the US vehicles that have breached the east gate of the refinery compound by now.

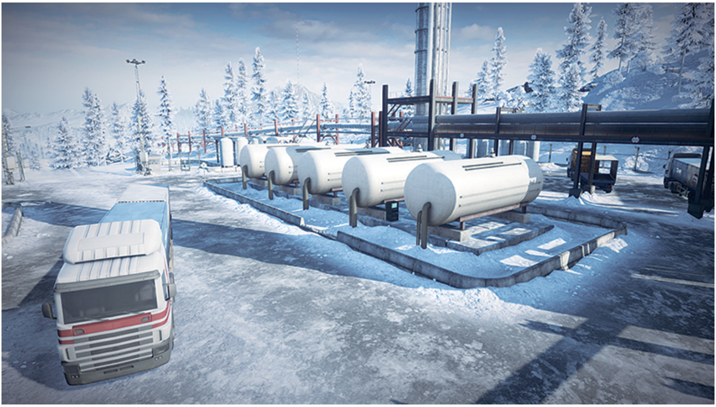
RU Deployment

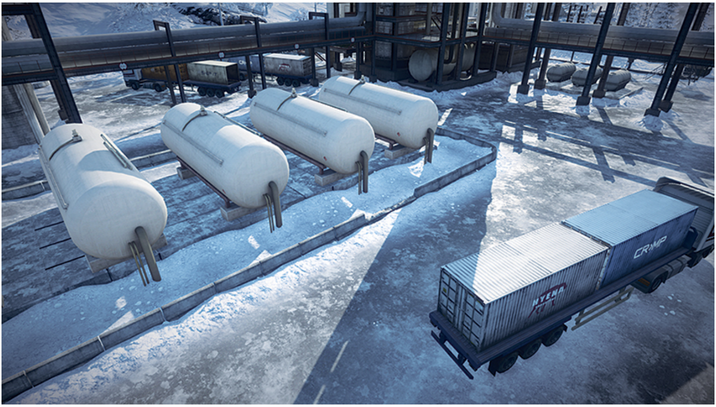


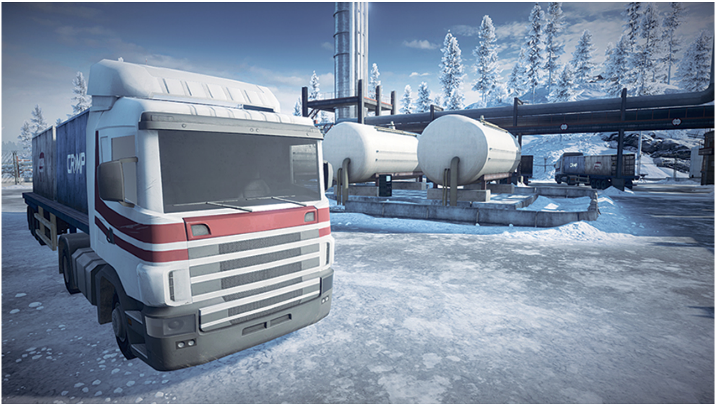
EVXO
SHIP IT
CR›MP
CR›MP

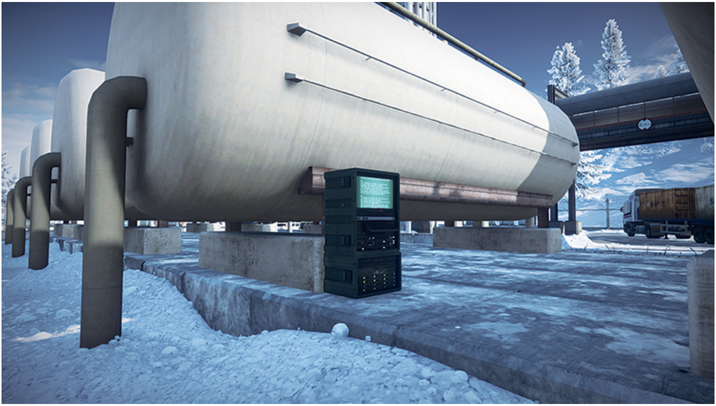
Deploying from the Construction Site, it will not take long for the RU team to establish a presence at the Oil Refinery, which is due east. Deploying from this location affords the defenders an advantage, as they can entrench themselves among the multiple tiers of the Oil Refinery. Aside from advancing to the objective site, recon soldiers can take position atop the boom of the Construction Site's crane, gaining direct sight lines to oversee the combat within the Refinery compound. There is a 9M133 Kornet Launcher located south of the Oil Refinery along the fence line, but this stationary cannon is exposed and mounting a defense from it will result in a quick death for anyone who dares to attempt it. The RU team should focus on fortifying the Oil Refinery and defend this objective at all costs, as attackers will have to make use of infantry to approach it. Should the objective area become overrun with US forces, the MI-28 Havoc can bombard the exposed tiers to eliminate threats, but friendly casualties can be expected when executing this method of defense.

M-COM Station A



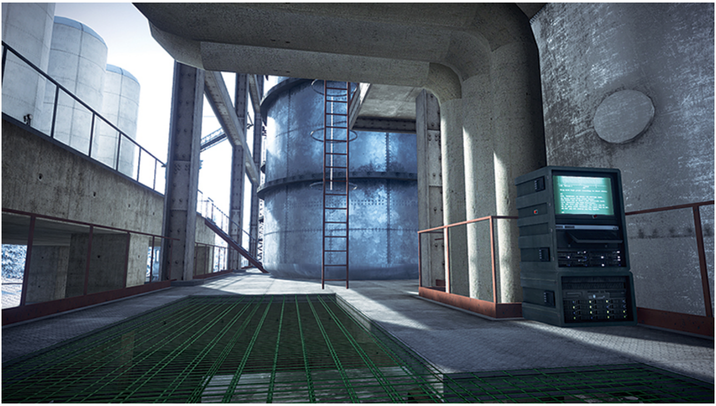






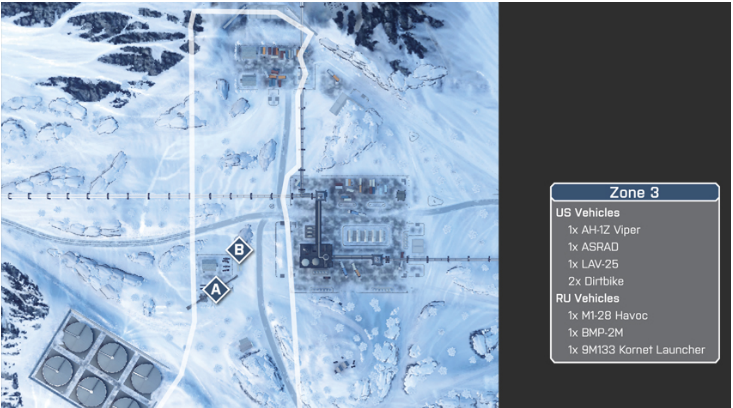
This objective is located within the refinery compound northeast of the Oil Refinery. Exposed and set beside a storage tank, M-COM Station A can be directly approached by most vehicles. Because of this, the attackers will attempt to destroy this objective first before proceeding to the Oil Refinery objective. When defending this objective, it is best to set mines around the storage tanks to disable armored vehicles that approach the site. A pipeline connects the north and south towers of the Oil Refinery. This pipeline can be used as a sight line over the objective by snipers to eliminate infantry and dirtbike threats that approach the objective. Attackers looking to gain the upper hand here should look to the MI-28 Havoc to patrol the west side of the compound and check the defenders attempting to flank the objective site from the shipping containers on the north side of the complex.

M-COM Station B

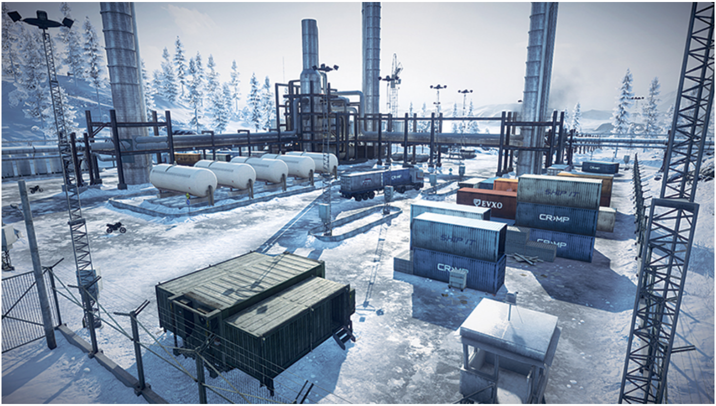


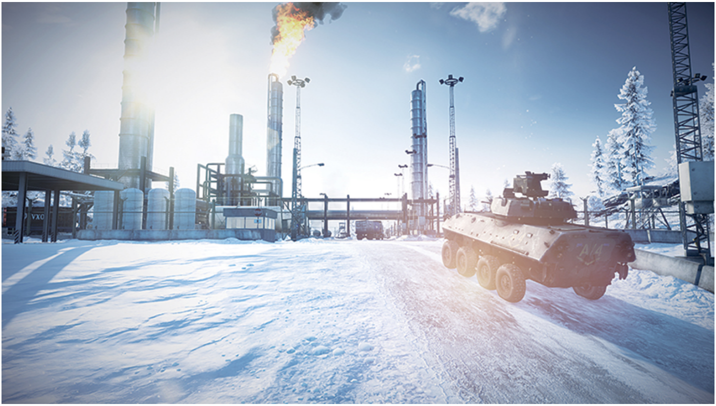
Positioned within the Oil Refinery on the second floor of the structure, M-COM Station B is not approachable by vehicles, and requires attackers and defenders alike to approach the objective on foot. Because of this, the objective will be home to fierce close-quarters combat, with the exception of occasional cannon fire from passing vehicles. When defending this objective, place claymores on the stairwells leading up to the objective instead of on the tier where the objective is located. This creates an “early detection” system for defenders, so that attackers reveal their attack direction with the explosion they trip. This strategy also serves well for attackers as they approach the objective, preventing defenders from rushing in behind them. Placement of a T-UGS motion sensor on the ground floor beneath the objective will assist defenders in locating threats as well. For attackers looking to approach the objective, the AH-1Z Viper should make a few passes first, bombarding the tiers above and below with rockets to eliminate or suppress threats within the area.

Zone 3: Construction Site



US Deployment

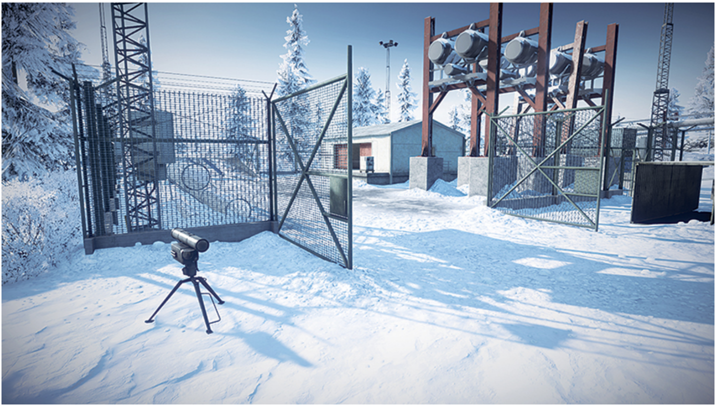




The US team now deploys from the Oil Refinery. Now, with the objectives located at the Construction Site due west of the Refinery compound, attackers will be able to engage their targets quickly. Recon soldiers should make their way onto the metal tanks that are on the south side of the Refinery structure to maintain a sight line over the Construction Site and its objectives. From this view, it is possible to observe the approach of the RU team as they deploy from the west and spot these hostiles early to give a heads up to the rest of the team. Aside from this advantage, the ASRAD and LAV-25 can approach the Construction Site from both the north and the south to prevent camping defenders as well as those attempting to flank US infantry planting a charge on the objectives.

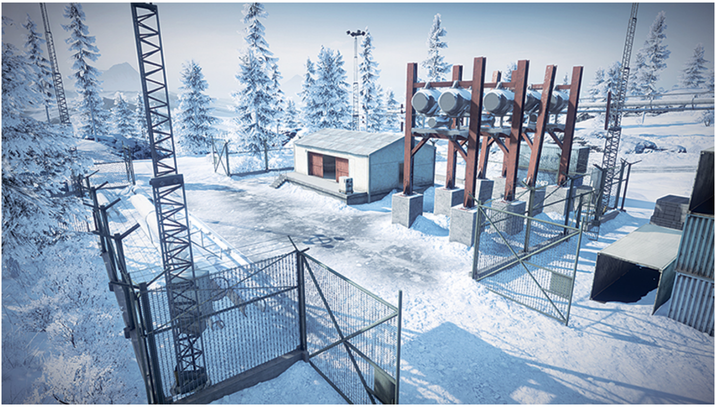
RU Deployment

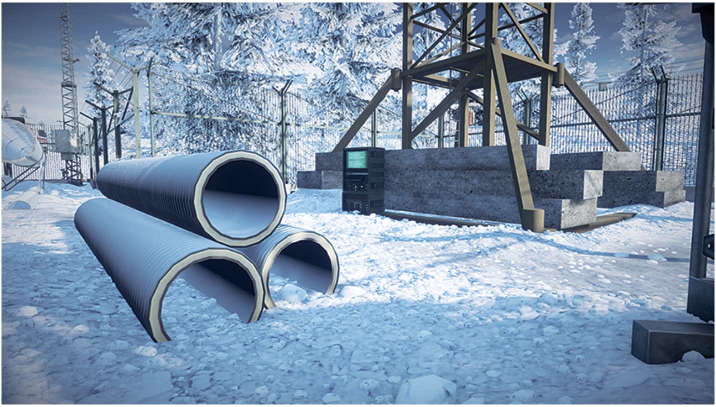
LINDERHOLM



Deploying slightly west of the Construction Site, the RU team can quickly move in on the objective site and entrench themselves here. The only problem is that there are not many structures here to provide cover from the attackers approaching from the east. The 9M133 Kornet Launcher at the objective site serves only to paint a target on the soldier operating it, so the team should opt for engineers to handle the heavy lifting and destroy hostile armored vehicles. Southeast of the objective area is a small shack that can be used to watch over M-COM Station B, which is inside of the building at the Construction Site. When securing the site, placing mines within the Construction Site yard is crucial in preventing armored vehicles from coming into the objective area. The MI-28 Havoc should be used here to push back advancing infantry units as they are exposed when crossing the road from the Oil Refinery.

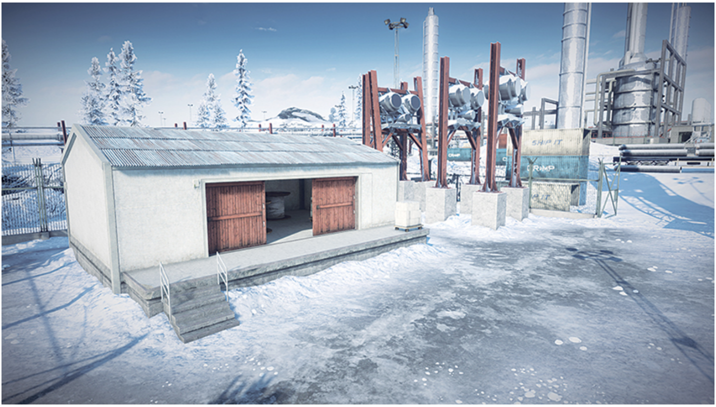
M-COM Station A

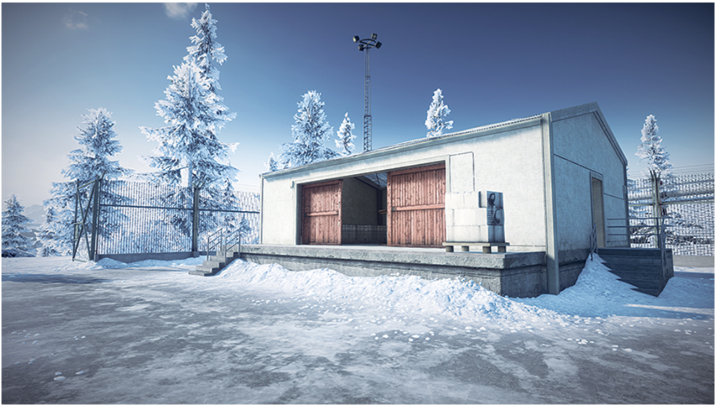




“Exposed” is an easy way to describe the location of M-COM Station A. Set at the base of the crane at the Construction Site, this objective is open to attack from almost all directions. When approaching, attackers can easily break through the chain-link fence surrounding the Construction Site and come at the objective from the south. This makes defense of the objective difficult, as heavy losses can be expected if the US team’s armored vehicle is positioned south of the objective and bombards the site with cannon fire. Attackers should be aware of the building that houses M-COM Station B directly to the north. This building will be a haven for defenders looking to camp the objective site and fire on anyone that approaches M-COM Station A, so a few well-placed grenades should prevent the squad mate arming the charge from being shot in the back.

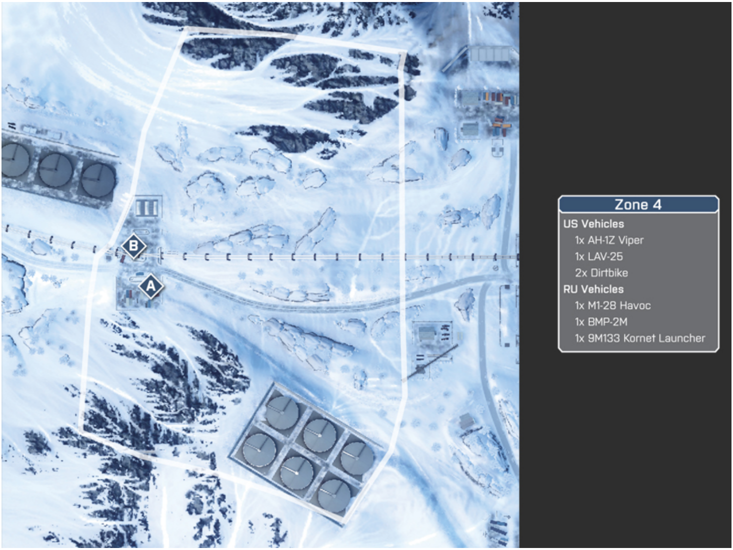
M-COM Station B





M-COM Station B, inside the building at the Construction Site, will serve as a favorite for defenders looking to camp the objective area. The building's interior contains several large spools of wire that provide cover from external gunfire while concealing the presence of soldiers within. For attackers, a few grenades thrown into the building prior to entry can eliminate these threats, but crafty defenders looking to avoid this kind of assault would be right to place claymores near the entrances to the building. Booby traps like these can alert defenders hiding in the nearby shipping containers to the entry of hostiles, and then they can throw a few grenades in after the attackers to clear the space of the threat. For a determined US team, having an armored vehicle patrol the Construction Site premises to stave off the defenders' infantry can help to contain the area until a squad mate can enter the building to arm the charge.

Zone 4: Supply Depot

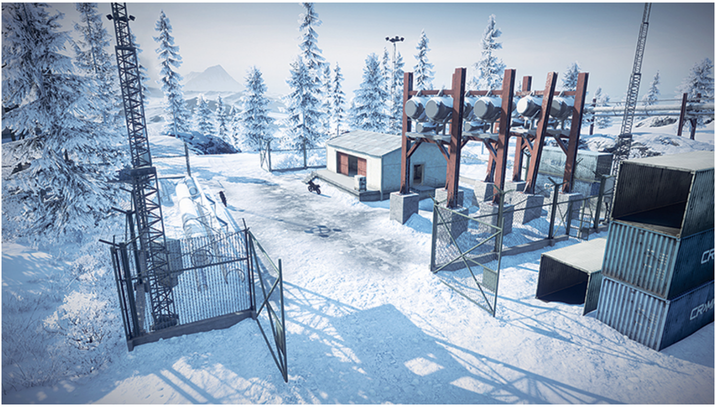


Zone 4

US Vehicles
- 1x AH-1Z Viper
- 1x LAV-25
- 2x Dirtbike

RU Vehicles
- 1x M1-28 Havoc
- 1x BMP-2M
- 1x 9M133 Kornet Launcher

US Deployment



This final stage of the battle places the US team's deployment at the Construction Site. From here, the team can proceed west and downhill to the Supply Depot, where the final two objectives are located. This downhill approach, while not steep, makes the attackers blind as the come over the ridge. Another disadvantage is the loss of the ASRAD; the attackers have only one armored vehicle to contend with the RU team's BMP-2M. The LAV-25 is therefore pitted against the defenders' IFV. Unless the IFV threat can be extinguished by the AH-1Z Viper, the LAV-25 should keep its distance from the objective area and provide suppressive fire on the site downhill while infantry and dirtbikes assault the objectives there.

RU Deployment

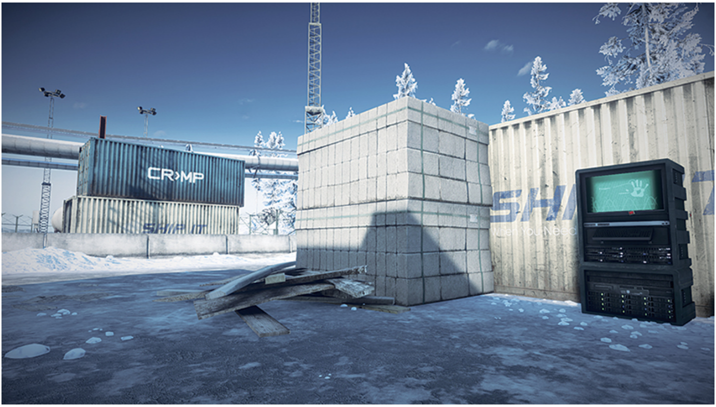
CR>MP
SHIP IT
EVXO

Pushed east, the RU team's final attempt at mounting a defense sees them deploying from just west of the Supply Depot. The objective area is downhill from the attackers' deployment, and this can help the RU team to gain the upper hand at this final stage of the battle. When approaching the Supply Depot, snipers can climb atop the nearby pipeline by way of the stairway on the west side of the Supply Depot. From this elevated position, recon and engineer class defenders alike can use these sight lines to defend the site from the US team's approach. This stage is where the MI-28 Havoc can shine. With the playing field equalized by the removal of the US team's ASRAD from the field, the BMP-2M can contend with the US team's IFV, pushing it back from the objective area. The MI-28 Havoc should maintain patrol of the objective site, eliminating hostile infantry that attempt to approach it.

M-COM Station A

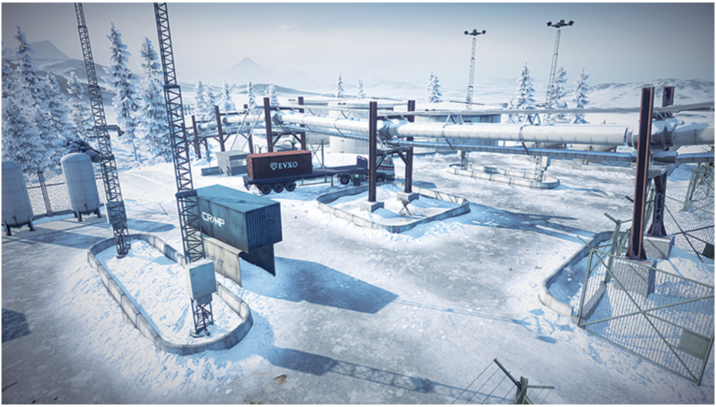
EVXO
EVXO
CRAMP

CRAMP
EVXO
SHIP IT
CRAMP
CRAMP



The Supply Depot itself provides little to no cover, except for the shipping containers on the south side, where M-COM Station A is situated. But defenders that take up position there are sure to be routed quickly by either the LAV-25 or the AH-1Z Viper that will descend upon the site. For attackers looking to get close to the site, the best option is dirtbikes that drop off soldiers after barreling downhill. Surrounded by shipping containers, defenders should deploy a MAV to provide an overview of the objective area while they lie in wait on the west side of the Supply Depot to rush attackers as they enter the area to arm the objective. By climbing onto the nearby pipeline, defenders can also make use of a direct sight line on M-COM Station A. Attackers should keep this in mind while approaching and make use of the AH-1Z Viper to patrol for campers and defenders attempting to flank.

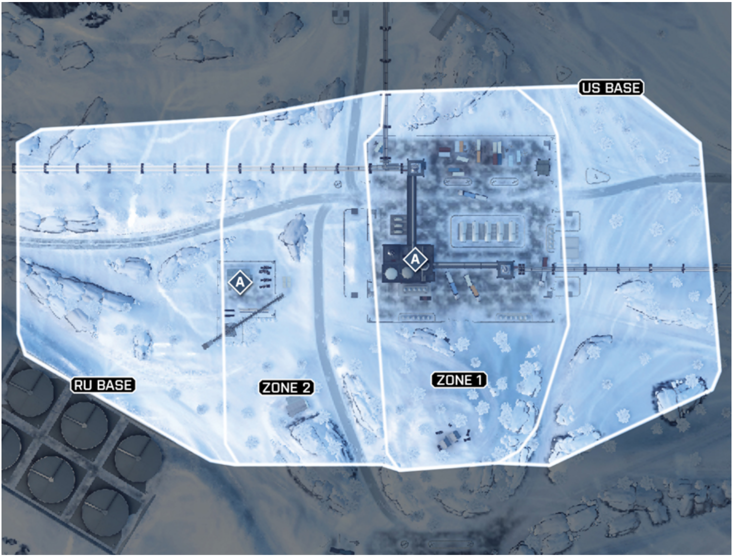
M-COM Station B



Located on the north side of the Supply Depot, M-COM Station B is beside a semi-truck parked beneath the pipeline suspended above the site. The M-COM itself is very exposed and, unfortunately for defenders, there is no direct way to observe from a position of cover outside the Supply Depot. This will likely be the final objective to be contested as well, which makes the firefight a frantic and bloody exchange. Defenders can capitalize on the chaos here, though, by having their MI-28 Havoc circle the objective and obliterate any hostiles that attempt to enter the site. However, the same can be said for the attackers, and defenders should be careful not to allow the US team to gain supremacy of the skies this late in the battle. The 9M133 Kornet Launcher, positioned immediately in front of the semi-truck and facing east, can be used by defenders to push back not only the US team's IFV, but their infantry units as well, which will be spilling in from the south in an attempt to flank.

Squad Rush

The combat of Squad Rush on Sabalan Pipeline is focused on the Oil Refinery and the nearby Construction Site. These two locations result in a varied combat experience. The round begins at the Oil Refinery—a constrictive, multitiered environment that produces fast-paced, close-quarters combat—and then moves on to the Construction Site, where the combat is more open, there are fewer opportunities for cover, and efficiently flanking your enemy is key. The environment is the greatest asset to both teams here and efficient squad play can help to turn the tide of the battle and keep the opposition pinned down. Teams that can efficiently set booby traps as well as make use of tools like the MAV will quickly gain the upper hand here, directing the flow of the enemy in their favor. Although the terrain is not suited to long-range sniper rifles, the landscape does provide the opportunity to fire on hostiles at range. With this in mind, carbines are an efficient weapon for the duration of the conflict and shotguns and PDWs should be avoided.



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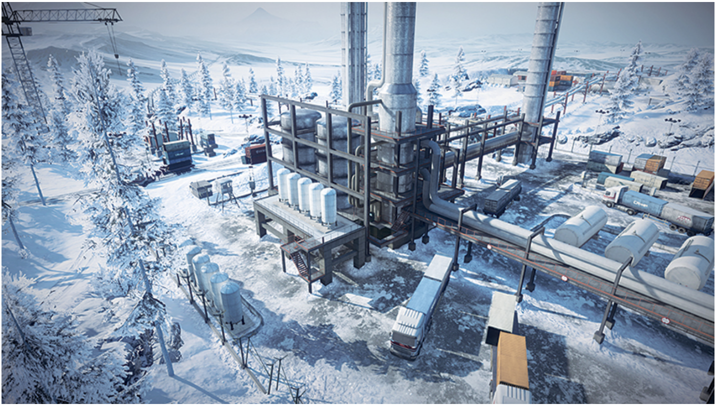
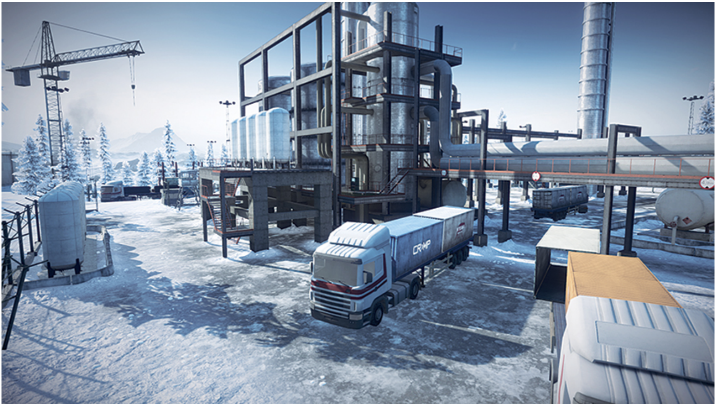
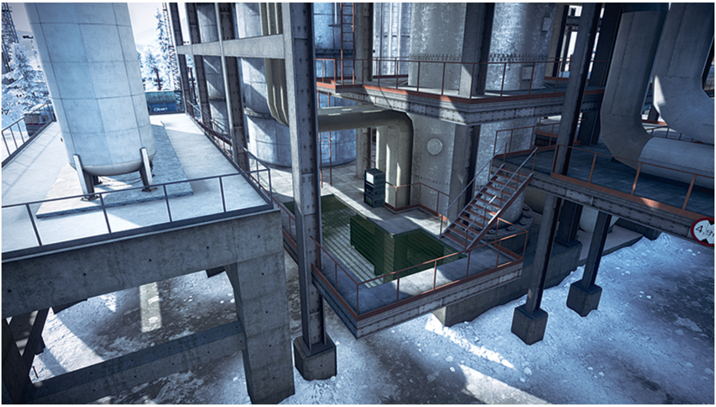
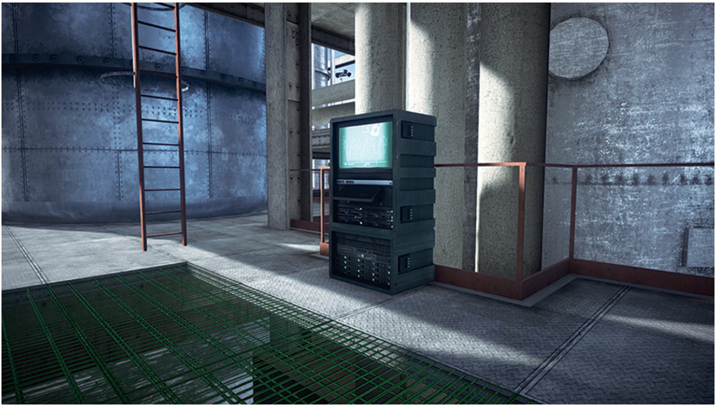
Zone 1







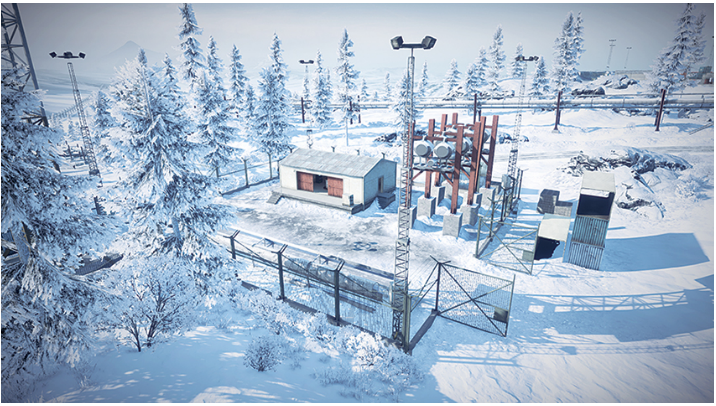


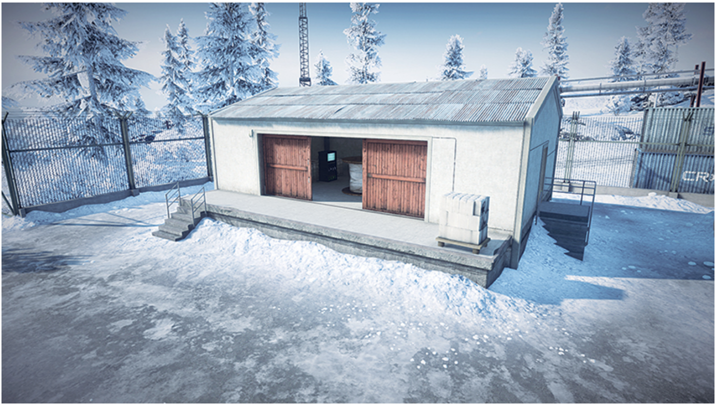
Positioned on the second tier of the Oil Refinery, the objective for Zone 1 can be difficult to approach if it is overrun with hostiles. The objective is accessible via stairways on the north and south sides of the Oil Refinery, which provides defenders with a dilemma as to how they should defend the site. Booby traps and motion sensors prove their worth here, as a squad can maintain a strong presence without putting themselves in a direct line of fire. These tools are equally valuable to both attackers and defenders during this battle, as they allow a squad some foresight into the actions of their enemy and can then modify their actions. For attackers looking to overtake the objective from entrenched defenders, grenades can help to equalize the battle and uproot campers from their positions atop the Oil Refinery. Although not frequently used, the M320 Smoke gadget afforded to assault class soldiers can conceal a squad's advance on the objective and provide an extra moment to capitalize on flanking attempts when proceeding up the stairways here.

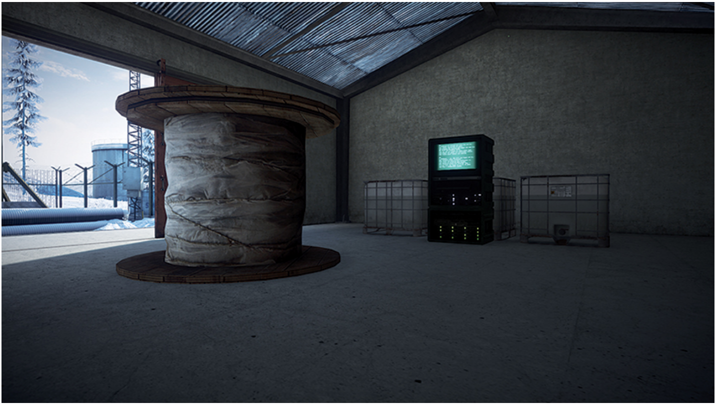
Tip

For defenders looking to defend the objective from afar, climbing onto the boom of the crane at the Construction Site provides a sight line of the objective to pick off attackers.

Zone 2







Located within the building on the north side of the Construction Site, the objective of Zone 2 will be a difficult one for attackers to approach. Defenders can position themselves near the base of the crane and lob grenades into the building should attackers enter it without detecting them. The objective is not visible except from the east side of the Construction Site, though, so defenders have no efficient sight lines to exploit. Once again, the M320 Smoke gadget can benefit attackers because it masks their assault as they make their way into the Construction Site. Otherwise, they have little to no cover for their advance. Attackers will find that making their approach from the north by breaking through the chain-link fence and coming from around the west side of the building to be an efficient tactic, as defenders will be focused on the Oil Refinery, expecting attackers to engage them directly from this entrance. Flanking is essential to protecting and destroying the objective, so a squad that is willing to divide and attack from multiple angles will be able to secure the victory here.

Air Superiority

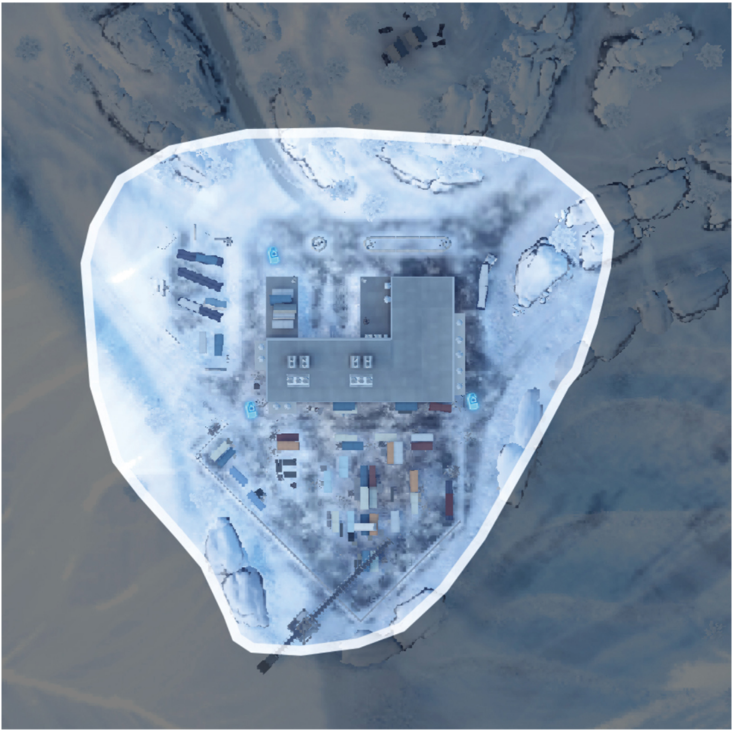
The battle for Air Superiority over Sabalan Pipeline provides very little advantages for pilots. The only advantage afforded pilots is the snow white landscape that can make being seen by enemy fighters difficult, as planes tend to blend in with the environment when flying low. A loadout should include the stealth upgrade; although it does not make an aircraft invisible to hostiles, it can help in reducing the range necessary for a bogey to get a lock on the plane. Also, a fire extinguisher can help to repair the craft in the event that it sustains damage, since the planes cannot land and be repaired during this game mode. Teams should maintain contact with one another and not fly in tight formation to avoid being spotted. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break weapon locks. Pilots should be cautious when flying low to avoid being locked onto, as the mountainous terrain here can be dangerous for the inexperienced and experienced alike.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

Focused around the Warehouse, the Squad Deathmatch combat at Sabalan Pipeline will be fierce and in close quarters, despite the massive exterior area surrounding the Warehouse. Combat will focus on two areas: the multitiered interior of the Warehouse and the outdoor storage yard south of the building that contains a large number of shipping containers. The tight confines of the storage yard will make it difficult to navigate with the IFV, as the tight turns and haphazardly placed shipping containers provide enemy squads opportunities to use explosives to destroy the vehicle. For the squad that possesses the vehicle, the best tactic is to travel just outside of the fence line and fire its weapons into the storage yard, where the close-quarters combat is taking place. Doing this suppresses enemy soldiers, and racks up kills through splash damage or kill assists. Once inside, the multiple tiers of the Warehouse provide plenty of opportunities for campers to capitalize on their elevated position, quickly killing off entire squads that choose to stick together. Experienced teams will either place T-UGS motion sensors or deploy a MAV to observe enemy positions and flank when possible.



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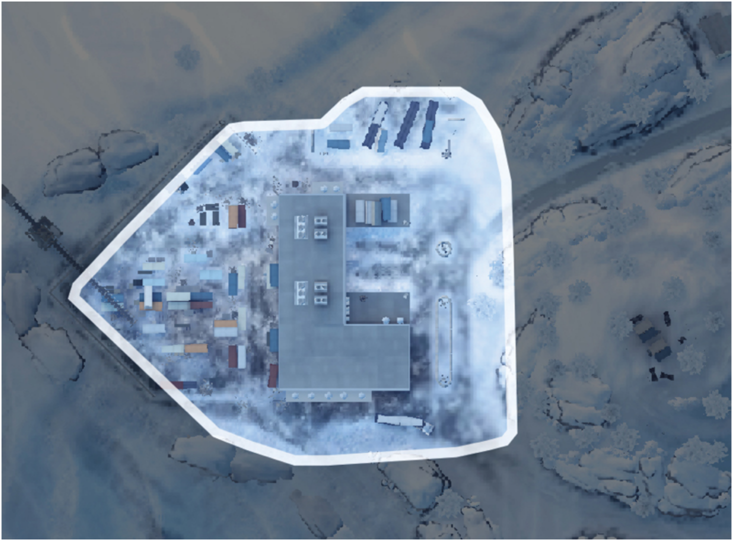
Team Deathmatch

Similar in layout to the Squad Deathmatch battle, the Team Deathmatch map is limited to the area within the fence line, confining the conflict to the Warehouse and the south yard. Experienced teams will choose to engage in combat within the Warehouse itself, as this small space allows them to monitor the entire facility with only a few T-UGS motion sensors that give away the position of all hostiles within the building. Another advantage to remaining within the building is that booby traps such as claymores can be used more effectively, eliminating entire squads with minimal effort. Teams should expect grenades and the M320 GL to reign here, as the confines of the building allow for deflecting tactics when using these tools. Should the battle flow outside, though, the tactics remain the same. Instead of T-UGS motion sensors, MAVs should be used when engaging the enemy in the south yard, as they allow for a greater overview of enemy positions while they frantically run about the shipping containers.



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